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INQUEST

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Magic Changes!



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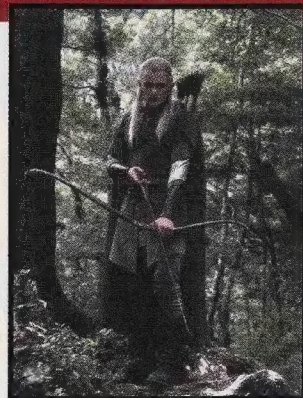


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NOT RECOMMENDED FOR ALL AGES

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INQUEST GAMER 80 • DECEMBER 2001

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NAME THAT LOON



NEW BLUE CARD? Blue mages have been losing the name game in *Magic*, and *Odyssey* ain't helping.

Giant Oyster, Disruptive Student and Horseshoe Crab without cowering in embarrassment. All the while sitting across the table from someone casting the likes of Arcades Sabbath, Massacre, Gauntlets Of Chaos, Soul Burn and Force Of Nature.

And the new *Odyssey* set makes matters worse, saddling the true blue with cards like Cultural Exchange, Peek and Standstill. What, no Unstified Yawn, Good-Sized Turtle or Repentant Barnacle? Maybe next time.

Though it's little conciliation, the other colors get to feel a little of blue's pain in *Odyssey*, with green having to add the likes of Nut Collector and Diligent Farmhand to its stable. White gets the decidedly unfantastic Beloved Chaplain and Graceful Antelope. Red and Black have always scored the lion's share of cool names, and that hasn't changed, though the former gets stuck with a card called Mudhole and the latter an Overeager Apprentice.

Why fuss over something as seemingly trivial as *Magic* card names? Because fantastic sounding cards pull in fantasy fans and make you want to learn more about the game. *Magic* needs all the fans it can get. The reason there are million-dollar pro tours and cards available in every town across the world is because *Magic* has attracted zillions of fans. Mostly fantasy fans. If my first cards had been things like Sawtooth Loon, Fledgling Osprey and Camel, I doubt I would have been interested enough to play the game.

But there's a solution. To minimize lame cards, just adopt this simple rule: All card names have to also make for cool band names. So, Maggot Therapy, yes. Zoologist, no. Liquid Fire, yes. Elvish Farmer, no. Mindslicer, yes. Barktooth Warbeard, maybe, it could be a Gaelic speed metal band.

I doubt that test will ever be instituted, of course. But I'll just be happy if we don't start seeing things like Not-Quite-So-Ancient Kavu, Inner-City Bouncer and Ball Collector.

Give us more Arcane Denials, Demonic Hordes, Gravebinds, Stone-Throwing Devils... Please, for the love of Braids.

Tom Slizewski

Tom Slizewski
Managing Editor (not a nut collector)

Whoever names the blue *Magic* cards at Wizards of the Coast should be banned.

I love playing blue; it's the most tactical color and even without countering has many neat tricks up its sleeve. But man, oh man, the card names just blow.

Now granted, the good folks who make *Magic: The Gathering* have had to name almost 5,000 cards. I can appreciate that it's not easy to come up with that many cool names. But why does blue always get the shaft? In the past, we blue mages have had to flop down cards like

masthead

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BUMPER STICKER OF THE MONTH

Drink more beer—DJ kills

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Inquisition

TALKIN' TURKEY... BAD WHIFF... EFREET ENVY...

Hiya kiddies! Rodney the Talking Turkey here to introduce this month's letters column. The regular letters guy, Tom "Jones" Slizewski, gave me the space at the beginning of this month's "Inquisition" to talk about whatever I wanted. He still feels bad for eating my dad last Thanksgiving.

So this is my chance to tell the world what Magic is missing. Namely, turkeys! It really grabs my groin that there are cats, dogs, birds—even frickin' turtles—but not one tourney legal turkey—except for Cephalid Shrine, but that's not the kind I'm referring to. I wanna see some two-legged, struttin', waddle-headed 'keys in this game. And soon!

It sure would add some variety when my buds and I get together in the barn to slap down some Magic. Right now, we all play the same decks. What kind of decks do turkeys play? Goblin, of course.

WANTS MINI PEARL

I am looking for a certain type of minis game and, since you guys play every good game there is, I thought you might be able to help me. I am looking for a game set in medieval times that has knights, sorcerers that kind of thing. I have thought about *Warhammer* and *Mage Knight* but these games require a lot of time and money and the need to learn complex rules, all of which I do not have. It would be perfect if it had easy-to-learn rules that require strategy more than luck and a way to win without having to buy that \$40 awesome guy who kills almost everyone on the board. I just want a fun strategy and tactic based game that is fun and inexpensive.

K. M.

jkv@core.com

Check out the upcoming Mage Knight Dungeons. It has knights and wizards, easy rules and requires little money to get started. Any game that's fun for the long haul is going to require a bit of complication though. If you can't handle that, you're destined to a life of tic-tac-toe and one-potato, two-potato.

BAD WHIFF

I have an idea for your "What If?" column:

Card Name: Wicked Infernal Female Entity (acronym is W.I.F.E., pronounced "whiff").
Casting Cost: 1RRUU.

Abilities: 2R: Tap target creature (caught husband sneaking out... stopped him in his tracks).

2U: Destroy target artifact (destroys husband's *Magic* cards)

3R: Destroy target land (destroys husband's garage/den)

Art: A horribly disfigured gob-

lin witch with a large open mouth displaying yellow sharpened fangs. Her unkempt long hair hangs in tatters around a plain gray robe. A large ornate ring dangles loosely from a string worn around her neck. Three goblin children wail loudly at her feet as a hapless paladin flees in terror.

For husbands everywhere, we men need to see this card in print somewhere.

Leo Agosta
via e-Mail

P.S. If I send you a picture of my wife will you use it as art for the card?

This is the saddest letter I've ever gotten. For the love of God, please don't send a picture.

RIGHT ANGLE

I play *WWF Raw Deal* CCG and am wondering two things:

1. Why did they make all the new rules and deck requirements in *Backlash* expansion like prematch and midmatch cards. It was a great game before, why did they have to go and complicate things?

2. Why did they make Mankind before they made Kurt Angle? I mean, Mankind is good and all, but everyone knows that Kurt Angle is better.

3. And whatever happened to your *Raw Deal* price guide? You have *Survivor* card prices but no *Raw Deal* card prices.

Mat Williams
Lawton, Okla.

I put your question to Zev Shlasinger, brand manager for Raw Deal. After giving me the double middle finger, he answered your questions:

1. "We wanted to expand the strategies found in the *Raw Deal* CCG. And what better way than to introduce the prematch and midmatch shenanigans that take place on the

well of knowledge

You got questions... we got answers. Well, not us personally. But here are the best places you can go to find the information you so desperately crave.

Magic
Online price guide, buying and selling forum and pictures of all the cards.
Website: wizardworld.com



television shows?

2. Mankind has a cool mask. Angle wears ballerina tights! Besides that, at the time Raw Deal was being developed, Angle was not the superstar he turned out to be. In fact, our new Survivor Series will be a reprint set with updated pictures and text. Mankind will become Cactus Jack and an updated Undertaker will now be known as 'Deadman, Inc.'"

3. The IQ price guide will be covering the lesser traded games on a rotating basis. Some months we'll have Raw Deal; others we'll have Warhammer, Warlord, Edible Hamsters the CCG... whatever's new and hot.



ENTER: THE STORM SHAMAN

In response to your call for pix of people who look like Magic characters: Let there be no question about it; my dad is the Storm Shaman.

Mike Rudberg
Winthrop, Mass.

Guess that makes you a lingering mass of hot air.

CLUE? WHAT CLUE?

I think that your magazine is completely stupid. The top 100 list with Spiritmonger on top and no Time Twister at all is so frickin' wrong that it doesn't deserve to exist and you should apologize to all gamers that had the misfortune ever to read it. Your magazine's combos also suck. Do you people actually even play Magic or do you just look at lists and throw random card names together? How can you be such complete idiots?

Nick Robillard
slimshady_77@hotmail.com

Being an idiot is easy. One way to accomplish it is to write letters to magazines without knowing what the heck you're talking about. Case in point: The list Nick is referring to has the top selling cards around the country. We don't rank 'em by how good they are, just how much market activity they have. Like it says under the Top 100 list logo: "This month's biggest sellers and most sought-after cards."

MANY LEVELS OF SUCKINESS

Firstly, Ice Age does suck. However, that deck your buttweasel staff came up with for Magic "Block Party" in InQUEST #78 flat out bites the big one. It should have been either a pure Necro or a blue/white counterpost deck. Either one of those would have been more competitive. Intentional sabotage doesn't prove your point, it just makes people like me doubt the facts a little more.

Brian Fletcher
blackhart1@yahoo.com

Fresh from having crammed four packs of Ho-Hos down our only toilet, is chief saboteur and associate editor Steve Frohnhoefer with his rebuttal to your vile accusations:

"As president of the local chapter of Snow-Covered Landhatters, I wasn't really concerned that Ice Age would win the 'Block Party.' You know, Brown Ouphe and Chub Toad aren't going to beat the crap outta Masti-core, Morphling and Lin Sivvi. And so black/white it was.

Ask the Nut Collector



What's the best way to sell my Magic: The Gathering cards? I have pretty much a full set from Beta all the way through Apocalypse. Can I make more money selling them as single cards or as sets? This is an emergency, and I need money F-A-S-T!

—MonevGale@AOL.com

Hey, come on in. Can I get you something to drink, a Pepsi, a Yoo-Hoo, something...? Have a seat. So, what've you been up to? Yeah? San Diego, huh? I hear the weather's just perfect out there. Like it's always GIMMIE YOUR NUTS! NUTS! NUTS! NUTS! GIVE IT UP! DON'T TRY AND FIGHT ME, I DO ISOMETRICS! C'MON, LET GO! LET GO! UNCLENCH YOUR FIST! YOU'RE NOT GONNA...HA! GOT 'EM! MINE! MY NUTS! MINE!

Magic
Ask the publisher any question about the game: E-mail: questions@wizards.com

Magic
Most current, complete and extensive rules clarification's and card rulings: Website: www.crystalkeep.com/magic/index/htmlhtml

Star Wars & Star Trek CCGs
Complete checklists for all supported Decipher games and the most current rules versions: Website: www.decipher.com

Electric Game Reviews
Want an honest review on that \$50 PC or video game that was just released yesterday? This is the place: Website: www.zdnet.com/gamespot/filters/

Mage Knight
Every figure in full color, complete with stats, tourney info, strategy articles, upcoming product. Very slick site. Website: www.MageKnight.com

QUICK HITS FROM OUR READERS



Who cares about "What If?" It's not going to happen. Ever. It is a waste of space. One instance that particularly irked me was issue #76's The Predator. A nuclear explosion that does a scant two damage per side?

—Kidharddrive@aol.com

What the hell? You left The Black Powder Rebels out of "Enter the Dragon." Clearly you are all mentally disturbed since the rebels are the best faction in the game.

—Joe Sinclair
Xenorph@prodigy.net

I just bought a Magic Whirlpool preconstructed deck with an odd screw-up. It came without Opt, Confound or Jit—not even one, let alone the two it should have. What was in their place? A Forest. That's right, one little grove of trees have sprouted in the place of four key cards.

—Matt D.
Wichita, Kan.

I almost fell over laughing at that your "Late Night With Juzam Djinn." You should consider making it a series in every magazine.

—SilvrWyvern@aol.com

Why does Dromar, The Banisher, have a four-star rating when Treva, The Renewer doesn't? Treva has to be the second best of the dragons, next to Rith. But yet Treva only has three stars while Dromar, The Gay has four.

—Trevor Young
Muscle Shoals, Ala.

The artist for Savage Gorilla drew an orangutan instead of a gorilla.

—Nigel Jian
crazy2986@yahoo.com

I didn't think it was physically possible, but INQUEST both sucks and blows. I don't read it frequently, but your new guy, who replaced Rick Swan, sounds like the biggest but-tweasel in existence.

—KewlKevin789@AOL.com

Spiritmonger is almost as good as Masticore and should have been on the top creatures of all time list, even if he only works in black/green decks. You have to admit that he's even better than the broken Efreet from Magic's early days.

—Josh Jelin
Jelinboyz@cybertours.com

EVEN MORE LETTERS...

Counter/post, you say? I suppose you'd have liked Counter/Phoenix or Forbidden to represent Rath Cycle and Blue Skies to have it out for Masques. Oh, the excitement of hour-long games.

Would straight black Necro have been better? Perhaps. But our crack staff, since we actually build decks ourselves rather than copycatting the pros, wanted to give Ice Age a fighting chance with some removal spells. Without Disenchant and Swords To Plowshares, Ice Age block probably doesn't win a single game.

Now, if you'll excuse me, I gotta go drain the brake fluid from Slizewski's car."

BLOCK HEAD

I was reading INQUEST #77 and saw that the old school deck in the "Block Party" article had Ivory Tower in it. I was wondering have you thought of the combo Ivory Tower and Spellbook—costs 0: Skip your Discard Phase. I think the deck would do much better with that combo.

Bobby Saunders
bo523@prodigy.net

Great combo, Bobby. If only Spellbook wasn't from the Rath block, it may have made it into the old school deck.

EFREET ENVY

I own a Serendib Efreet that is misprinted. It's green for some reason. How much is it worth? And why is the Serra Angel a rare now? That sucks.

Tim Carlson
Racine, Wis.

What a great opportunity to introduce our shiny new foil price guide editor Jeremy Smith. Take it away, J:

"Lift those pale gamer arms, Tim, and flip a few pages to our price guide section. You'll see that all Revised Serendibs have the green border error—probably caused by a computer glitch when the set was produced. You'll also see that the card is worth \$4, median. As for Serra, they probably made her a rare because (a) she's extremely powerful in draft and sealed play and (b)

her sex appeal has made her a chase card, as you can see in our Price Guide Top 100 list on page 83."

HELP ME FIND THESE KINGDOMS THREE

I live in Oregon and am trying to get my hands on a complete set of Portal: Three Kingdoms. Ouch! How do I get these in English without flying somewhere? If you guys could lend me a hand I would be very grateful.

Galen Hannah
Central Point, Ore.

Never lend a guy a hand, unless you know for sure what he's going to do with it. That's my motto. But I'll make an exception. You don't have to fly anywhere, Galen; that's hard on the arms. Just get your local dealer to hook up with a distributor who sells these cards. One such is The Edge-Man at www.edgeman.com; phone (214) 349-9690. Unfortunately, only dealers can order from them and Three Kingdoms booster boxes are bucks. To the tune of \$160 a box!

BLACK & WHITE AND RED ALL OVER

I bought the Beatdown box set and got a card that was blank. The back is normal but the front is totally white. I'm wondering, is this a defect or is it supposed to be included and does it have any value?

Jon Osberg
Woo Dale, Ill.

Note to all would-be Magic tycoons. Blank cards, even if misprinted, aren't going to be worth anything—especially the ones from this set which were standard issue. Same goes for World Championship decks; they come with blanks too.

NEVERENDING STORY

I'm a little dated here, but can you answer these questions about the Magic storyline?

1. Is Mirri really dead?
2. What happened to Ertai?
3. Why is Squee called "Goblin Nabob" on his card?

Warlord/L5R

Get the latest checklists, storyline fiction, tourney info and news on all Alderac Entertainment games! Website: www.alderac.com

Harry Potter TCG

Though not an "official" site, this part of muggle.net has scans of all the cards, decks, strategy even a rough price guide. Website: www.angelfire.com/games3/hptcg/

4. How did Urza kill Mishra?
5. If $X=2$ and $Y=3$, how many pancakes would it take to shingle a doghouse?

Cary Gibson
Arlington, Tenn.

Never, ever, under any circumstances shingle a doghouse with pancakes. They just don't stand up to hail damage; use waffles instead.

1. Probably. But then again, I thought the Green Goblin was dead too.

2. He moved to San Fran and is sharing a basement studio apartment with three other fellas.

3. "Nabob" is a royal title, like king or emperor, in the culture of the goblins that Squee encountered on Mercadia.

4. He trapped him in Phyrexia, chained him to a chair and made him watch "Different Strokes" reruns until he puked his guts out. All of them.

GROWIN' YOUR OWN

I live in France and found INQUEST in my travels to Portugal. Unfortunately, in France, they don't sell your magazine, and it's too bad. French CCG magazines suck.

Here is my question: Does a Magic card editor exist on the Internet? If yes, what is the Internet address?

Aoshi Shinomori
aoshilevrai@hotmail.com

The best CCG card editor/creator we've found is at www.ccgmaker.com. It's not free, but \$10 is a fair price for a program that easily lets you make your own custom cards or fine-looking proxies. And you can try it before you buy it. There's a free demo that lets you make all the green cards you desire. It's for PCs, not Macs, of course.

SAVED FROM EBAY

It so happened that I stumbled across several old issues of INQUEST and sat down and read them. Now, less than a month later, I have dug out my old box of Magic cards, played in two Type 1 tournaments—in which I got my rear handed to me on a silver platter—and bought a bunch of new cards.

I would just like to thank you for saving me from the world of rap music, eBay, and other negative influences. I also hope to get around to playing a game of Warham-

mer 40K in the future, as I had dropped that, too. Oh, and on top of all that, I learned how to swim.

Ben "Pool Skool" Woit
Minneapolis, Minn.

That's the great thing about this rag; it'll learn you how to win at your favorite games and somehow teach you how to swim at the same time. And reading it is good for your English grandmar... umm grummer... no, grandma... language skills.

Looks like I've used up what few language skills I possess for another month. Time to kick back with a Calvin and Hobbes collection and try to recharge. One more thing: Remember to give thanks for all the blessings you enjoy this turkey day.

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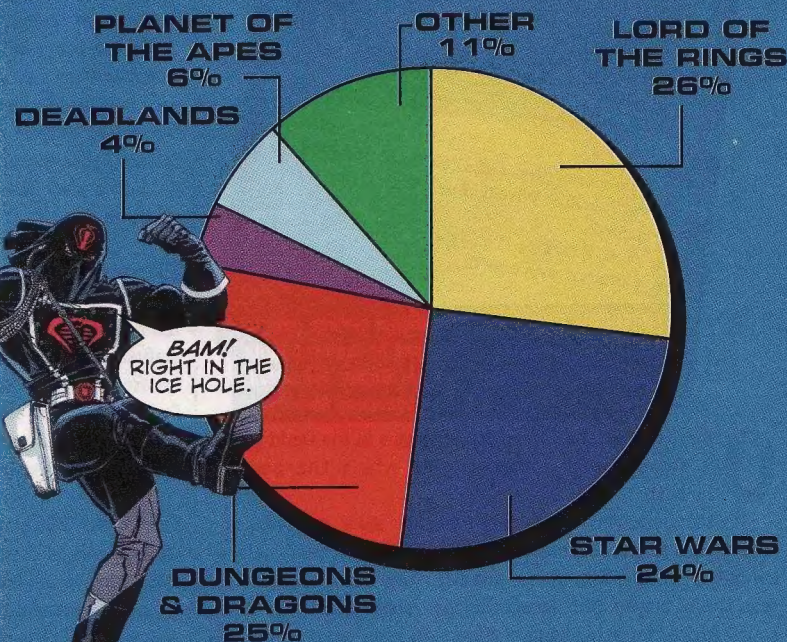
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Tom Slizewski

Managing Editor Tom Slizewski never drinks alcohol around women. He learned the hard way that beauty is in the eye of the beer-holder.

Poll Position ONLINE QUESTION OF THE MONTH

WHICH PROPERTY SHOULD BE ADAPTED TO THE MAGE KNIGHT SYSTEM?



Well, dream we must since the LotR license belongs to miniature-kings Games Workshop, and the Star Wars & D&D rights are WotC's. However, there were plenty of good ideas in the "Other" category, including G.I. Joe, Final Fantasy, Rifts and Star Trek. Those interested in BattleTech should find the new WizKids version on shelves next summer along with our own offering, Chinese Hi-Tech Monkey Fart.

What's happening
in the world of gaming...

news

Magic's All-Star Game

**KAI BUDDE SHOWS WHY HE'S
LEAGUE MVP**



Attack Of The Clones

Competition kicked off with Duplicate Limited. Each player received an identical card pool and had to construct a 40-card deck from it. To put a twist on this format, the card pool included new *Magic* cards made up just for the tournament. Things like Partial Recall—U, Instant. Name a non-land card, reveal the top three cards of your library to all players. If at least one of the revealed cards is the named card, put all three cards in your hand. If it is not, put the three cards on the bottom of your library in any order. Also, some existing cards had their casting costs changed.

Kamiel Cornelissen, Mike Pustilnik and Tom van de Logt emerged undefeated after this round.

Decks Bigger Than Your Head

Up next was the wackiest format of the tourney, Five-Color. Competitors had to construct and play decks with a minimum of 250 cards and using all five colors. Check out www.5-color.com for complete rules and banned cards list. *Odyssey* cards were legal, and each deck had to have a minimum of 18 cards from each of *Magic*'s five colors. Players flipped for ante and the player who won the largest dollar amount in ante over three games won the match. Kai Budde made his move in this format finishing 5-1, tying him with van de Logt at the top of the standings.

Gimme Squid

Day two saw more familiar formats. First was Rotisserie Draft, where the field was divided up into two eight-player pods. Each pod then drafted from one entire *Odyssey* set. So what card was picked the highest from the set? Both pods saw *Magic*'s killer squid, Aboshan, Cephalid Emperor, chosen first. Dan Clegg, playing black/blue, made his move in this format and ended up on top along with Budde at 7-2 when it was over.

Drivin' Standard

With *Odyssey* released just two weeks prior to the Invitational, it was interesting to see how the best players would adapted their decks to the new Standard environment. Each player had to construct a deck with cards legal as of November 1, 2001—*Seventh Edition*, *Invasion*, *Planeshift*, *Apocalypse*, *Odyssey*. Well, it would have been interesting had many *Odyssey* cards seen play. However, there were few, with only the Shadowmage Infiltrator making a consistent showing. Budde and Clegg both played four in their main deck and ended the round still on top at nine wins, three losses, each.

How Much For That Wall?

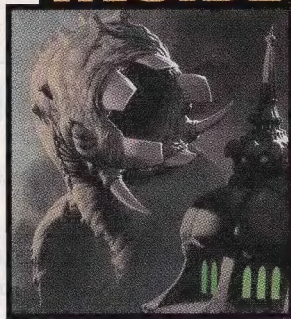
The final day had arguably the toughest format, "Auction of the People." It required players to bid starting life and hand-size on

Once each year, the 16 best *Magic* players in the world gather at some exotic locale to see who's the best of the best.

It's strictly an invitation-only event. To score an invite, you have to rank as one of the world's top players, be last year's defending champ, or squeak in with a high DCI rating and a fan vote. This year, the 16 players who passed this test assembled in Cape Town, South Africa, for a weekend of playing a wide range of formats designed to test the gamut of their *Magic* skills.

The preliminary rounds of the *Magic* Invitational consist of 15 matches, best two out of three, with each player facing off against every other player once in five formats. The two players with the best record at the end of 15 rounds meet in the finals. The finals consist of five matches, best two out of three games, with the finalists playing each of the formats. The winner will be the first player to win matches in three of the five.

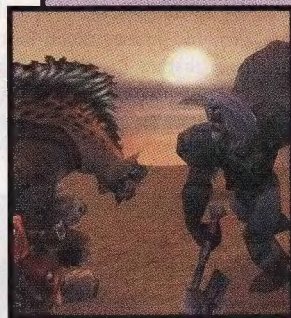
INSIDE



Odyssey Changes Magic forever.
PAGE 36.



First Lord of the Rings Killer Deck.
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PLUS:

Odyssey's Hottest Cards. **PAGE 79.**

Warhammer & Marvel Recharge Checklists!
PAGE 98.



MAGIC'S IMMORTALS From top, Darwin Kastle, Chris Pikula and Jon Finkel appear on the cards they designed. The latter two played in this year's Invitational.

deck packing all the characters we know and love from the *Weatherlight* saga: Captain Sisay, Crovax, the Cursed, Ertai, etc. Clegg bid 13 life and six cards to play a spy-themed deck containing Goblin, Orcish, Stromgald and other spies galore. When the madness ended they were both still on top, with final records of 11-4.

Endgame

Budde and Clegg now entered the finals, where they would each play a match in the five formats. They chose to start by playing Standard. Both were playing mostly black/blue decks, with Clegg adding white to support Absorb and Meddling Mage. The match went down to game three with Budde winning.

Next, they played their Auction decks. This looked like a lopsided match going into the duel and proved just that. Budde's legends easily handled Cleggs spying bozos. Budde was up 2-0 and only had to win one more format.

Things looked grim for Clegg as he also lost the first game of the third format—*Odyssey* Rotisserie. But he stormed back to win 2-1.

Ditto for the fourth format, Duplicate. Budde quickly won the first game, with Clegg battling back to win games two and three. The finals had shaped up to be the most exciting ever at the Invitationals, with everything coming down to the last format, the one neither player wanted to play—Five-Color.

Show Me The Money

The winner of the Five-Color format would be the person who had won the highest value ante card after three matches according to the *INQUEST GAMER* price guide. Game one had Clegg playing for a \$3.50 *Serenity*—and a \$2 *Strip Mine* from playing *Contract From Below*—against Budde's \$6 *Misdirection*. Budde won.

Ante for the second game saw Clegg's \$12 *Plateau* against Kai's \$6 *Underground River*. Clegg was already down \$5.50 for having lost game one. Luckily, he won game two. But not before Budde managed to swap his *Underground River* with a *Jeweled Bird* worth only \$2.

Going into the final game for the Invitational crown, Clegg was down \$3.50. Tension was high as they flipped their final ante cards. It was Clegg's \$80 *Library Of Alexandria* against Budde's \$6 *Time Warp*. It looked like whoever won game three would win the event.

But it was not to be. Budde managed to Tinker his *Fellwar Stone* on turn two into another *Jeweled Bird*. He traded the bird for the ante and reduced its value to below what Clegg needed to win.

And so Kai Budde entered the exclusive ranks of Invitational winners. A version of his card will be included in the next *Magic* set, and he'll be immortalized in its artwork like past winners before him: Darwin Kastle on *Avalanche Riders*, Mike Long on *Rootwater Thief*, Chris Pikula on *Meddling Mage* and Jon Finkel on *Shadowmage Infiltrator*. ■ *Tom Slizewski*

fan-created theme decks. Similar to last year's Auction of Champions, 17 decks were auctioned off to the players. Starting with the number one ranked player in the tournament, each player selected one of the 17 decks, then bid a starting hand-size and starting life total to play it. The next player then passed or declared a lower bid. If a player passed they were removed from the remainder of the bidding for the current deck. The player with the lowest bid played that deck in the tournament. Bids ranged widely. Michael Benafel was willing to start the game at five life and a five card hand to play what looked like the strongest deck—*Chimera*. Two players got decks that allowed them their full 20 life and seven card hand.

Budde bid 10 life and five cards to play a legend

These Vamps Don't Suck

BLOODLINES EXPANSION DEBUTS NEW BLOODSUCKERS

The eternal struggle between man and vampire is about to get a whole lot stranger.

Gargoyles, Daughters of Cacophony, Harbingers of Skulls and many of the smaller bloodlines are joining the fray with the late November debut of the *Bloodlines* expansion for the *Vampire: The Eternal Struggle* collectible card game from White Wolf Game Studio.

"Bloodlines will add more than 160 original cards to the mix and introduce new powers and deckbuilding strategies to the game," said White Wolf president Steve Wieck. "It will reveal vampires never before seen in a card game."

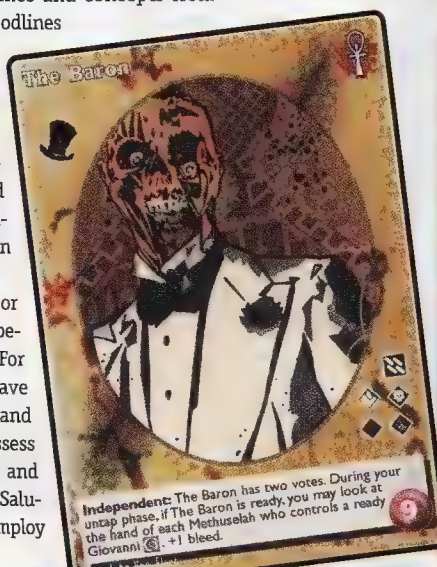
The idea behind this third expansion for the resurrected *Vampire* CCG is to introduce the smaller bloodlines and concepts from the core roleplaying game to the CCG. Bloodlines in the World of Darkness setting are not full-fledged clans, but smaller factions with less political power. Still, many have specialized disciplines and have made important alliances. You can expect to see the likes of the Ahrimanes, Baali, Blood Brothers, Kiasyd, Nagaraja, Salubri, Salubri-Antitribu, Samedi, True Brujah and more in this expansion.

Most of these bloodlines, like the major clans of the Sabbat and Camarilla, have a specialty you can exploit by playing them. For the Ahrimanes, it's shamanism; Baali have demonic powers; Blood Brothers, blood and body sharing; Daughters of Cacophony possess supernatural song; Gargoyles have flight and an affinity for stone; Kiasyd use fey magic; Salubri have healing and body control; Salubri employ

righteous wrath; Samedi exploit trappings of death; and True Brujah utilize time manipulation.

Bloodlines isn't just about new vampires though, it also adds several mechanics. One such is the "infernal" trait. An infernal minion is one that has sold part of his soul to a demon and is therefore harder for a Methuselah to control. To represent this, Methuselahs controlling any infernal minions must burn a pool every turn or tap their infernal minions.

Bloodlines will be sold in boosters only. It's scheduled to fly into stores on November 11th and will retail for \$2.75 per pack. Rarity will be standard common, uncommon and rare. Happy bloodsucking! ■ Bill Ricardi



DO I MAKE YOU HORNY? Never before seen vampires debut in new V:TES expansion.



RING WATCH "LORD OF THE RINGS" FILMS NEWS & UPDATES

GALADRIEL CATE BLANCHETT



You know you wanna see the real sword Gandalf uses or the recliner Bilbo kicks back in. Now you can when the "Lord of the Rings" movie costumes, props and still photos debut in the "A Journey to Middle-earth" collection on display from Halloween to November 11 at Casa Loma in Toronto. What could be better than elven glassware and hobbit prosthetics? Advance tickets, priced from \$10 to 14, are available at Ticketmaster outlets or by calling 416-870-8000 to charge.

Actor Andy Serkis, who voices the devious Gollum in all three "Lord of the Rings" films, treats the part as a "ring junkie complete with withdrawal symptoms." He wants the role to feel real: "When you are playing such an extreme character, you have to root it in something the audience can identify with."

Wanna Join the Federation?

ZERO GRAVITY LEAGUES ARE FORMING NOW

It's a cross between the WWF and boxing. It lets any player create his own league and make up his own championship belt. It's an all new way to run a competitive game league.

It's the Zero Gravity Xtreme League or ZGXL, for short. And it's starting up now in cities across America.

Any player of *Zero Gravity*, the action figure/collectible card game introduced in August by Atomoton, can become a zMarshal. As zMarshals, they head up a federation of one or more players and create their own title belt and book matches for it in any way they like.

The more zMarshals in a particular federation, the more belts it can have and the more important and influential the title belt. A federation's rank will depend on the number of players in it. Levels range from Bronze, composed of a few contenders, through Silver and Gold, all the way to Platinum federations of more than 20 players.

Tournaments occur when two different federations get together; they can create a special belt for the occasion or, if they dare, put their own belt on the line. The idea is to have tourneys that involve roleplaying as well as card skill. The ultimate prize will be the Darkside Station championship, the highest-level belt currently in the ZGXL.

Various type of matches can be fought to

claim a ZGXL title belt. Everything from singles (mano-a-mano), doubles (two on two), melee (up to six brawlers in a free for all), "krewe match" (a krewe of three or more face off against another krewe of three or more), and "fall match" (first person to push opponents off the table wins) will be legal.

Sign up at your favorite hobby store or surf on over to www.atomoton.com. ■ *IQ Staff*

MAKE MY PLAY ZG players now have a league of their own.



2001 Hugo Awards

BEST SCI-FI HONORED

J.K. Rowling's *Harry Potter and the Goblet of Fire* won the 2001 Hugo award for best science fiction novel. The awards, named in honor of Hugo Gernsback, "the father of magazine science fiction," are presented annually by the World Science Fiction Society. Along with the Nebula awards, the Hugos are the most prestigious honors accorded to speculative fiction writers. Also receiving awards were:

- **BEST NOVELLA:** "The Ultimate Earth" by Jack Williamson
- **BEST NOVELETTE:** "Millennium Babies" by Kristine Kathryn Rusch
- **BEST SHORT STORY:** "Different Kinds of Darkness" by David Langford
- **BEST DRAMATIC PRESENTATION:** *Crouching Tiger, Hidden Dragon*
- **BEST PROFESSIONAL ARTIST:** Bob Eggleton
- **BEST NEW WRITER:** Kristine Smith ■ *IQ Staff*



CALL HIM "HUGO" Harry Potter wins top sci-fi award.

FACTORFICTION

REAL CARD OR INQUEST IMPOSTER?



REAL CARD OR INQUEST IMPOSTER?

Tee-hee, blending horror and humor is hard. The CCG this card came from failed miserably. Assuming this card ever actually appeared in a CCG. Maybe it's just a product of our twisted imaginations. Make up your own mind, then see the amazing answer on page 30.

INHEAT

WHAT'S HOT BUZZ IN THE WORLD OF GAMING

HARRY POTTER Though *Magic* may never add a new mana color, the *Harry Potter* trading card game is wasting no time in expanding its horizons. This month's *Quidditch Cup* expansion adds a new color to your spell-casting repertoire.

D&D CLUE



Standard *Clue* with D&D characters would be enough for us to buy this game, but USAopoly has sweetened the deal by adding creature cards and combat to the game. Regdar with the Vorpal Sword in the Dragon's Lair never sounded so good.

We were worried that *LSR's* long absence would fatally hurt this classic game. But not to worry, it's back in full stride, and Alderac is managing it masterfully. *Perfect Cut* was honed to perfection.

Just when you think the *Mage Knight* universe can't get any cooler... Coming soon: to-scale castles your figures can defend or your armies can storm, complete with damage dials that reflect their strength.

The WWF wrestling CCG *Raw Deal* has proven itself a survivor in the game-eat-game market. Now it's celebrating with a new base set. *Survivor Series* isn't just reprints, though; there are new foils, updated wrestlers and revised text to take into account the changes at the WWF since the game's launch.

We've seen every CCG ever made and none have blown us away with their pretty pictures like the new *Warhammer 40K* CCG. The bar for what constitutes good art has just been raised out of sight.



WARHAMMER 40K

Big thumbs up to the organizers of the Game Industry Disaster Fund Auction. This is an online auction of donated game products to benefit the people affected by the World Trade Center calamity. Go to www.gidfa.org/ and buy something.

Mage Knight Mecca

MINI MANIACS OPEN MK-ONLY STORE

The good news is that a store has opened dealing exclusively in all things *Mage Knight*. The bad news—at least if you're an American—is that it's in Dusseldorf, Germany.

Appropriately named "The *Mage Knight* Store," it sells only the mega-popular preprinted minis game from WizKids. It supports the game with tournaments, painting clinics and as a place to hang out and talk about the game.

The store is a celebration of *Mage Knight*, from its walls featuring airbrushed illustrations of characters, to its huge stockpile of new and used miniatures. Currently, it's hosting four sanctioned events every week, from booster drafts to team events. Richard Kloster, German *Mage Knight* champion, works there so there's always professional advice and competition available. "The Chosen One," as he is known in the *MK* community, currently dominates the German rankings and plays in the store's tournaments.

The *Mage Knight* Store offers generous prize support in the form of limited-edition dragons, chariots, and lancer promos to tourney winners. Between rounds, players can help playtest new units being considered for future releases.

According to Robert Simon of FanPro, the German game distributor, the store is the perfect example of how to "make something of virtually nothing, by taking a very specialized item and letting it sell itself, and become a great success." For more, check out their web site: www.magestore.de. ■ *Dustin Hall*



MAGE KNIGHT

Hidden Treasure Everywhere

X REALLY DOES MARK THE SPOT

Who hasn't wanted to search for buried treasure? Now, thanks to a cool new gadget, anyone can. All it takes is a Global Positioning System receiver (GPS) and a little sleuthing.

It's part of a new adventure game called "geocaching." You play by going online to find out the latitude and longitude coordinates of caches hidden all over America—and at least 68 other countries. You then use your GPS to try to get to the coordinates and find the stash. Used properly, the handheld electronic devices will get you to within 50 feet of the caches; then, it's up to you to snoop it out.

Don't expect pirate treasure-type payoffs though. Most of the caches contain only trinkets and a logbook. Most also ask you to leave something if you take something. There are exceptions. The "Planet of the Apes" film ran a geocaching promotion where they hid film props in locations around the world. One was even stashed underwater, and you had to dive to get to it!

To see how many caches are hidden near you, just surf over to www.geocaching.com and input your address. All you need to play is a GPS, which can be had for \$100 to \$250 and a good set of hiking shoes. Though many are located throughout easily accessible areas, many more of the hidden stashes are in remote locations, so don't expect to drive to 'em. ■ *M.R. Goode*





info served in
bite-sized chunks

NEWS BITES

• **"Buckaroo Banzai"** and **"Mad Max"** get the deluxe DVD treatment in January—including Mel Gibson's non-dubbed dialogue. Also in January, the first season DVD collection of **"Buffy the Vampire Slayer."**

• **"Star Trek: Nemesis,"** the tenth film in the series, is due to begin shooting on November 28th, directed by Stuart Baird (U.S. Marshals) and scripted by John Logan (*"Gladiator"*).

• Fireworks Entertainment (*"Relic Hunter,"* *"Andromeda"*) has gained the rights to produce a **"Forgotten Realms"** television series, based on the popular *Dungeons & Dragons* RPG setting.

• November's **DecipherCon** was canceled due to concerns about travel safety. All would-be prize money will be donated to September 11th charities.

• The computer-animated **"Heavy Gear"** cartoon television series, based on the giant robot game by Dream Pod 9, premiered in September. Look for it on a Fox, UPN or WB station near you.

• **"Men in Black 2,"** **"Spider-Man"** and **"The Time Machine"** are being re-edited due to the September attack on NYC—removing scenes of the World Trade Center or potentially insensitive material—with *"The Time Machine"* being pushed back to a February release from December.

• James Cameron's Lightstorm Entertainment is developing **"Fathom,"** based on the comic about an amnesiac woman and an aquatic race.

• **"Goldmember,"** the next movie in the **"Austin Powers"** series, begins shooting in November and is due to be released in July 2002.

• Dreamworks is working on a **"Forbidden Planet"** remake—loosely based on Shakespeare's *"The Tempest"*—about a team sent to rescue the survivors of a doomed space colony.

• Ben Affleck (*"Good Will Hunting"*) and Vin Diesel (*Pitch Black*) have been approached to star as **Daredevil** and **Bullseye**, respectively, in the film adaptation of the Marvel comic.

■ IQ Staff



FACT OR FICTION

Frankenbabe never walked the earth as a real card. The art was commissioned for an **INQUEST** cover. It turned out so disturbing, we couldn't use it.

More Dragon Balls

CELL SAGA EXPANSION ON DECK

Want balls?

You got 'em. *Dragon Ball Z CCG* fans can look forward to more of the mystical game-winning spheres, fighting styles and characters next month. The upcoming *Cell Saga* expansion adds a new set of style masteries and, get this, level 5 personalities! It's enough to make any *DBZ* fan scream "Tokui-Waza!"

Here's the lowdown on the new set from David Eckhard, Score's lead game developer:

FIGHTING STYLES: *"Cell Saga* has a new set of masteries that reflect a different part of each fighting style, which gives players a choice on which aspect they want," said Eckhard. "Do they want to use red for anger or red for physical beatdown? Do they want to pay their orange attacks cheaper or do they want to keep (opponents) from using physical combat cards?"

DRAGON BALLS: They're the name of the game. And the new Dende Dragon Balls each power a personality to full and provide another effect. Examples of nifty secondary effects include shuffling a Dragon Ball back into a player's life deck, recycling discarded cards into or onto the top of your life deck and discarding allies.

MORE-POWERFUL PERSONALITIES: Goku, Gohan, Piccolo, Vegeta and Trunks all get new personality levels in *Cell Saga*. The level 5 Vegeta, the Revitalized, performs a physical attack doing nine power stages of damage. Goku, the All Powerful, another level 5 personality, does five power stages and five life cards of damage with his physical attack.

And you thought Super Saiyan Goku was bad-ass.

NEW PERSONALITIES: The set's namesake, Cell, and Androids 16, 17, 18 and 20 now become playable main characters, each with its own unique style. And, as an added bonus, Eckhard said, "There are even some characters that gained new levels that can only be found in the boosters, like Chichi, Bulma, Krillin, and Android 19."

The main *Cell Saga* set consists of 200 cards. Players can also hunt down six preview cards and 10 promo cards. The set will be sold in both preconstructed decks and 12-card boosters.

Look for all the new cards beginning in December at stores everywhere.










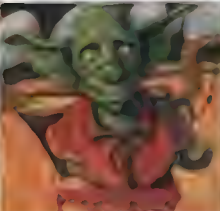


■ Steve Frohnhoefer



INSANE POWER *DBZ's Cell Saga* cranks up the power level to unseen heights.

THE YEAR IN MAGIC

It's another *Magic* cycle goodbye cardflop! With October's release of *Odyssey*, the *Invasion* Block officially becomes history and the story moves on to new pastures. Gone are the bovine labogarth, effeminate *Ertai* and flying boat *Weatherlight*. In the mix now are magic squids, chicken people and a crazy-looking babe named after her hairdo. There's no better time to reflect on what *Magic* brought us over the past year and make it into a handy, carry-anywhere chart. Charts, good.

	INVASION	PLANECHIFT	APCALYPSE	ODYSSEY
# 1 TOURNEY CARD				
BEST COMMON	ARMADILLO CLOAK	TERMINATE	JILT	WILD MONGREL
MOST BADASS CREATURE				
LAMEST CARD NAME	TURF WOUND	SAWTOOTH LOON	OVERGROWN ESTATE	DILIGENT FARMHAND
WORST FLAVOR TEXT	WINNOW "Strength in numbers? I think not." —Gerrard. Any wonder he's dead?	MIRRORWOOD TREEFOLK "It doesn't need a bite. The bark works just fine. Tree... bark... We get it!	NECRA DISCIPLE "The darkness merely hides the light." Duh! Somebody call Carl Sagan.	PATROL HOUND "To the camp it was a fierce and loyal protector. To the sentry's youngest daughter it would always be her 'Wuv Muffin.'" Hand me the bark bag?
COOLEST MECHANIC	KICKER	GATING	FLAGBEARERS	THRESHOLD
NEVER SAW PLAY				

[ONDECK]

PICK OF THE MONTH



AN ONI'S FURY (Legend of the Five Rings CCG)

WHAT IT IS: The latest *L5R* expansion provides a new 156-card set as a new storyline tournament kicks off with a Shadowlands attack against the Kaiu Wall. Alderac. **\$11.99** per 84-card starter. **\$2.99** per 11-card booster.

WHY IT'S COOL: Players can once again make a difference in the most story-centric CCG of all time. Plus, Rice-A-Oni is the San Francisco treat!

BURNING SHAOLIN (Feng Shui)

WHAT IT IS: A whole lotta weirdness, compatible with the d20 system—including exploding mushroom men, eunuchs, flying coffins and the Rod of Lingerin' Agony. Atlas. **\$8.95**.

WHY IT'S COOL: We're sorry. All that other stuff is cool, but eunuchs will always make us queasy.

CAT RPG: A STORY-TELLING GAME OF FANCY

WHAT IT IS: A roleplaying game set in the world of cats, exploring their folklore, mundane and magical enemies and more. Plus more than 20 adventure hooks. Wicked. **\$10**.

WHY IT'S COOL: Just when you think you've seen everything...

CHAINMAIL

WHAT IT IS: A new miniatures system based on the d20 roleplaying system, with creatures from *Dungeons & Dragons*. The starter set includes eight minis from the Humans of Thalos and Gnolls of Naresh, terrain and stat cards, rules and more. Wizards of the Coast. **\$29.95**.

WHY IT'S COOL: Now, you can actually see your *D&D* fights take place. No more fudging by the DM. And, red-assed war apes are monkey-tastic!

DEATH FROM ABOVE

(Weird War II)

WHAT IT IS: The air combat rules and aircraft stats for the latest d20 hit, *Weird War*. The book includes a new pilot class plus new skills, feats and monsters. Oh yeah, there's also a top-secret adventure aboard a haunted B-17. Pinnacle. **\$15**.

WHY IT'S COOL: Are you joking? The monster-ridden Axis of WWII is the coolest genre to land in our sights in years. You're missing out if you haven't tried it.

DINOSAUR PLANET: BRONCOSAUROS REX

WHAT IT IS: Two hundred years in the future, two human political factions rush to dominate a planet ruled by dinosaurs, where colonists have dino-ranches and raptor tribes plot with humans. Uses the d20 system. Goodman. **\$20**.

WHY IT'S COOL: Dinosaurs in space is a cool enough concept alone, but toss in d20 skills, weapons, classes and rules for riding and dino combat and you're razor.

WARHAMMER 40K CCG

There's nothing like the new expansion to *Warhammer 40K CCG*. It's a new book that gives you the latest rules and stats for the new units. With the miniatures needed to CCG form, when space marine, ork and a variety of other armies in a fully built. Discover new units and a variety of other armies in a fully built. Discover new units and a variety of other armies in a fully built. Discover new units and a variety of other armies in a fully built.

Why would you want to play this game? For starters, you can buy a free trial now. Go to www.battlehammer.com and download the free rules and rules.

Secondly, the game is free. It's a free game and you can play it for free. It's a free game and you can play it for free. It's a free game and you can play it for free. It's a free game and you can play it for free.

And finally, the 40K CCG is the best in the world. It's a free game and you can play it for free. It's a free game and you can play it for free. It's a free game and you can play it for free. It's a free game and you can play it for free.

Go to www.battlehammer.com and download the free rules and rules. It's a free game and you can play it for free. It's a free game and you can play it for free. It's a free game and you can play it for free.

DUNGEON CRAWL

[Big Eyes, Small Mouth]

WHAT IT IS: An anime take on the traditional fantasy RPG adventure. Players explore a magic castle with a history of evil. Guardians of Order. **\$15.95.**

WHY IT'S COOL: Hey, those anime chicks are hot!

EBAY: THE CARD GAME

WHAT IT IS: A fast and furious game of gore and blood—wait a minute... Make that “fast and furious game of eBay auctions.” With items real and imagined—Monkey Phone Call, real—it’s a load of laughs. Journeyman. **\$19.95.**

WHY IT'S COOL: Broke from bidding on nude pictures of Britney Spears? This is the same fun for free!

FIELDS OF BLOOD: THE BOOK OF WAR

[d20 fantasy]

WHAT IT IS: What you need to go to war. *FoB* includes guidelines for anything from governing your kingdom to resolving massive combats, with new rules for leadership abilities and miniatures. Eden. **\$25.**

WHY IT'S COOL: Because roleplaying war is hell, and this makes it a lot easier.

GARY GYGAX'S CANTING CREW

[d20 fantasy]

WHAT IT IS: A d20 book for thieves and rogues, including new prestige classes, feats, skills, equipment and—best of all—a guide to thieves’ cant and signing. Troll Lord. **\$24.95.**

WHY IT'S COOL: Gary Gygax is the father of *Dungeons & Dragons*. ‘Nuff said.

GOOD AND EVIL

[Warlord CCG]

WHAT IT IS: The next expansion for the CCG hit of the year. New monsters, action cards and classes will make even the toughest nothrog rethink his strategy. 162-card set. Alderac. **\$9.99** per 50-card starter. **\$2.99** per 11-card booster.

WHY IT'S COOL: Try *Warlord* once and you’ll know.

GURPS WWII

WHAT IT IS: An overview of the defining war of the last—and possibly any—century. It reviews the nations, weapons and vehicles of those involved, with rules for tweaking equipment for other-worldly campaigns. Steve Jackson. **\$28.95.**

WHY IT'S COOL: You can read an RPG and tell your mom it’s homework. Ingenious!

GURPS STEAMTECH

WHAT IT IS: The definitive guidebook for the Steampunk Age, a strange Earth where Victorian adventurers and scientists walk side-by-side with steam-powered robots. Steve Jackson. **\$22.95.**

WHY IT'S COOL: What if Jack the Ripper was a robot and fleets of rocket-laden zeppelins attacked France? How cool would that be? Maybe not so cool if you’re French, but damn skippy for the rest of us.

INCURSION

[Twilight Imperium: Armada]

WHAT IT IS: The latest expansion for the *Armada* customizable disk game offers players new ships, technology and personnel for their games. Fantasy Flight. **\$5.95** per booster.

WHY IT'S COOL: Nazon Missiles are the next great step in the American arsenal; just ask George W.

LITTLE FEARS RPG

WHAT IT IS: Welcome to Closetland, a world that feeds off the purity of children... where monsters like the Bogeyman and Crazy Old Man Next Door devour innocence. And yours may be the only thing keeping you from a fate worse than making it with Granny on “The Beverly Hillbillies.” Key 20. **\$20.**

WHY IT'S COOL: We’re afraid to go to sleep without our Frodo nightlight now. Just imagine what would happen if we lost our innocence.

LORD OF THE RINGS CCG

WHAT IT IS: In *The Fellowship of the Ring*, the first release, opposing fellowships battle it out to see who’ll destroy the One Ring first. Players use the forces of Shadow to keep one another from the finish. Decipher. 365-card set. **\$11.95** per 50-card starter deck. **\$3.29** per 11-card booster. For more info, check out our “Lord of the Rings’ Shopping Guide” on pg. 102.

WHY IT'S COOL: We’ve peed ourselves numerous times waiting for the movie. Hopefully, this will keep us dry for a month.

LORD OF THE RINGS RPG INTRO SET

WHAT IT IS: Everything you need to begin playing, including an introduction to the world of Middle-earth, an adventure in the

WEIRDONE



HARLEY-DAVIDSON YAHTZEE

Yep, when all those bikers get together at their annual festival in Sturgis, South Dakota, they’re chuckin’ dice when they get through revvin’ their engines. When the Hell’s Angels get back to the bar after a midnight ride, they chug some Diet Coke and roll some bones. Hey, maybe we’re *Easyriders* magazine! That would explain the topless chicks in our editor-in-chief’s office and our obsession with skidmarks. Anyway, weird though it is, *H-D Yahtzee* is still pretty cool, mainly due to the customized dice and cup. It’s enough to make anyone feel like a wild one. USAopoly. www.usaopoly.com. **\$19.95.**

ALSO SHIPPING

MORE PRODUCTS TO LOOK FOR THIS MONTH

AFTERMATH OF WAR A new beginning for the *Rifts* RPG world after the final Tolkeen siege. Palladium. **\$16.95.**

ARCANA: SOCIETIES OF MAGIC Six organizations besides wizards—like monks and fighters—that use magic for their own ends. A d20 fantasy. Green Ronin. **\$14.95.**



BLACK POWDER REBEL TANK

The biggest and coolest *Mage Knight* figure yet. WizKids. **\$34.95.**

BLUE DRAGON, WHITE TIGER

The magic, religion and martial arts of *wuxia*—think “Crouching Tiger Hidden Dragon”—in *Hong Kong Action Theatre*. Guardians of Order. **\$19.95.**

BLACK POWDER REBEL TANK

ENCYCLOPEDIA ARCANAE: NECROMANCY Explore the hidden mysteries of death magic, with new spells, feats and prestige classes—all for d20 fantasy. Mongoose. **\$14.95.**

GATES OF OBLIVION The king's son has been kidnapped and cast through the Gates of Oblivion, a fate usually reserved for the most heinous criminals. Can your party of adventurers rescue him? A d20 fantasy. Sword & Sorcery. **\$9.95.**

GRAY PAPERS Eleven ready-to-play domains, like the Lightning-Dragon Crest and Abhorrent Peaks, plus domain creation rules and an inspired adventure for the *Agone* RPG. Multisim. **\$20.95.**

GRIMOIRE *Agone* RPG player guide to the cypher-sorcerers and Concordists, plus GM info on Harmundia and the Square. Multisim. **\$20.95.**

RIFTS ADVENTURE GUIDE GM book to help roll up quick NPCs and villains, with adventure ideas, more *Rifts*, Earth and more. Palladium. **\$16.95.**

SORCERER & SWORD New rules for more blood-splattered carnage, soul-freezing necromancy and hot glances for the *Sorcerer* RPG. Adept. **\$10.**

SURVIVOR CCG DELUXE EDITION

A wooden crate with a 60-card deck of *Survivor* and *Australian Outback* cards, a miniature immunity idol and more. Upper Deck. **\$24.99.**

THREATS 2 Thirteen new *Shadowrun* bad guys, creatures and secret organizations, each with its own agenda. FanPro. **\$18.**

XRO DINN CHRONICLES

XRO DINN CHRONICLES: AWAKENINGS

Futuristic sci-fi RPG set 50,000 years after a war annihilated most of the galaxy. One race chronicles the rise to power of those who remain: Ionian. **\$26.95.**

mines of Moria, character stand-ups, a map, a poster and more. Decipher. **\$20.**

WHY IT'S COOL: See prior entry. Please send us Depends.

LORDS OF DARKNESS

[*Dungeons & Dragons*]

WHAT IT IS: Details on the evil groups and individuals of the *Forgotten Realms*, including maps of secret lairs and dungeons and new prestige classes. Wizards of the Coast. **\$32.95.**

WHY IT'S COOL: The *Realms* is the most popular *D&D* world of all time, and any book that lets us in on its secrets is a-okay with us.

MARVEL RECHARGE CCG

WHAT IT IS: The game to play if you're into Marvel comics, with cool new art and original play. 250-card set. Marvel. **\$7.99** per 52-card starter. **\$1.49** per 8-card booster.

WHY IT'S COOL: Remember what we said about anime chicks? Well, they've got nuthin' on Elektra, Black Widow and She-Hulk.

MONTE COOK'S BOOK OF ELDRITCH MIGHT

[d20 fantasy]

WHAT IT IS: More to know about magic and spellcasting in the role-playing system of choice, by one of *D&D*'s most prolific creators. Sword & Sorcery. **\$10.95.**

WHY IT'S COOL: New classes—including the embermage, graven and mirror master—plus more than 60 new spells and magic items. Do you know what the heck a “wheeled war altar” is? Didn't think so.

MONTY PYTHON

WHAT IT IS: Part *Trivial Pursuit*, part charades, the *Monty Python* board game tests your knowledge of the Flying Circus crew and reveals your inner Brit for all to mock. Susan Prescott. **\$22.99.**

WHY IT'S COOL: “I'm a lumberjack and I'm okay. I sleep all night and I work all day...”

QUIDDITCH CUP

[*Harry Potter* CCG]

WHAT IT IS: The latest expansion for *HP* adds Quidditch-themed spells, new magical items and lessons, as well as new “match” spells. 80-card set. Wizards of the Coast. **\$3.29** per 11-card booster.

WHY IT'S COOL: First the books, then the CCG, then the movie. Harry hasn't missed yet, and *Quidditch Cup* doesn't either.

SEAFARERS HANDBOOK

[d20 fantasy]

WHAT IT IS: The book to have if you're planning an oceanic adventure. Rules for naval combat and boarding, deck plans for ships, ports of call and guides for undersea campaigns, plus a boatload more—pun intended. Fantasy Flight. **\$24.99.**

WHY IT'S COOL: Fantasy Flight's d20 books rock; they're setting a standard met by few. *Seafarers* looks to be no different.

SPITFIRE: THE BATTLE OF BRITAIN

WHAT IT IS: A strategy game that re-creates the dogfight and bombing missions of the Luftwaffe during WWII, using Fantasy Flight's trademarked disk movement system. **\$24.99.**

WHY IT'S COOL: The World War II aces of gaming have been waiting for a system that could do their battles justice—and here it is.

STAR TREK UNIVERSE RPG

WHAT IT IS: Your guide to life in the Federation and where no man has gone before. Decipher. *Narrator's* and *Player's Guides* **\$35** each.

[ONDECK]

WHY IT'S COOL: William Shatner in a toupee, fighting women in metallic bikinis! Shapeshifters who sleep in buckets! Neelix in a guillotine! They can all be yours!

STUPER POWERS! DELUXE

WHAT IT IS: Superhero RPG from the makers of *Battle Cattle*, packed with 100 fully playable powers—if you think oversized clown shoes and red rubber noses are the proper attire for fighting crime. Wingnut. **\$16.95.**

WHY IT'S COOL: Value, plain and simple You also get a four-hour campaign, rules for live action and a random senario generator.

THUNDERBIRDS: THE BOARD GAME

WHAT IT IS: A game based on that nifty '60's show where puppets confronted danger weekly with their sleek aircraft. Your mission: Select the perfect crew, craft and equipment to save as many lives as possible. "Thunderbirds are GO!" Susan Prescott. **\$22.99.**

WHY IT'S COOL: "Supermarionation." Look it up.

TRAVELLER RPG

WHAT IT IS: The d20 version of the classic game of space adventure. Quik Link Interactive. **\$30.** Also on shelves: *Traveller RPG Referee Screen*. **\$12.95.**

WHY IT'S COOL: This game has undergone more incarnations in the last 20 years than Madonna, and finally, it's d20—something everybody can get a handle on.

UNDEAD [d20 fantasy]

WHAT IT IS: The Necronomicon for d20 fantasy, with details on mummification, zombies and lich-dom. Alderac. **\$19.95.**

WHY IT'S COOL: Uuuuuhhh... Brains...

VAMPIRE REVISED CD-ROM

[*Vampire: The Masquerade*]

WHAT IT IS: A CD-ROM holding all the knowledge of the core *Vampire: The Masquerade* book, the guides to the *Camarilla* and *Sabbat*, as well as the *Storytellers Handbook* and *Companion*. White Wolf. **\$59.95.**

WHY IT'S COOL: Hmmm... Five heavy hardcovers or a light CD. Are you totally deranged?

WAYSIDES: THE BOOK OF TAVERNS [d20 fantasy]

WHAT IT IS: More than 30 detailed taverns and inns ready to drop into your campaign, from the smallest roadside hostel to grand hotels with hundreds of rooms, complete with NPC employee stats, price lists, food menus, adventure hooks and floor plans. Eden. **\$25.**

WHY IT'S COOL: How many times have you eaten at the Green Dragon Inn/Tavern? Ugh. Now, you have options.

WHIRLWIND [Mage Knight]

WHAT IT IS: A 142-character set for the hottest thing in miniatures since Mini Me. WizKids. **\$6.96** per four-figure booster.

WHY IT'S COOL: Besides introducing the newest race, the Krugg, look for a new faction, the Shyft, which possesses the ability to manipulate Mage Spawn. Every expansion is cooler than the last. Get on board!

BEST BUYS

GAMES WE CAN'T GET ENOUGH OF

RIFTS CCG

Art that's as crisp and bright as anything we've seen lately. The simple, quick play of *Rifts* lends it a "learn and burn" aspect, where it's easy to get down to building decks and blowing up your opponent. Add the fact that we finally have a CCG that does justice to the RPG upon which it's based and you've got a formula for success. And it sure doesn't hurt that the cardstock is so tough it could take a bullet. Precedence. (www.etsnity.com). **\$11.99** per 80-card, two-player starter. **\$2.99** per 11-card booster.



HONG KONG ACTION THEATRE! 2

If you're a fan of Jet Li, Jackie Chan and Chow Yun Fat, the second edition of this RPG makes all your tomorrows better. Made to play like a movie, you'd swear that John Woo was behind the GM screen instead of that guy who's guzzling all your Dew. The emphasis on story and dedication to the spirit of the Far Eastern films make this a "hard-boiled" killer. Guardians of Order. (www.guardiansorder.on.ca). **\$24.95.**



KNIGHTS

It looks like *Yahtzee* and plays like a scene from "Excalibur," but trust us, it's something totally new. Your goals: Capture castles and win tournaments with your diechucking skill in order to dominate your opponents. As much chance as skill is involved, so it's even for knights who like shrubbery and eat Spam and jam a lot. Two to six players. Rio Grande. (www.riograndegames.com). **\$9.95.**



HELLRAIL

Go to heck! Make that "go to hell..." Or at least get ready to steer your train there. You're an engineer dedicated to picking up and dropping off sorry souls through the stations of Dante's Inferno. If you lose, you're fired. 'cuz Beelzebub is one bitchy boss. Special powers based on the Seven Deadly Sins—you saw the movie, you lust-puppies—allow you to chug your way over the other players to victory. Fun for the entire family—no, it really is! For three or four players. Mayfair. (www.mayfairgames.com). **\$22.95.**





SHOCK TO THE SYSTEM!

10 WAYS ODYSSEY WILL CHANGE MAGIC FOREVER

BY THE IQ GAMER STAFF

GET READY TO BE ELECTRIFIED.

Odyssey has arrived and it's generating serious buzz throughout the *Magic* community. In the past, sets have shocked us in what they've added—Tolarian Academy in *Urza's Saga* for example—and others have jolted us with what they've taken away: We still miss our non-pain dual lands.

Odyssey falls squarely into the second category. Though it brings with it stone cold hosers like Haunting Echoes and Traumatize, the larger effect is on the Standard tourney scene and what goes away as *Masques Block* fades into Extended: Rebels, Rishadan Port, Nether Spirit, Saproling Burst, Blastoderm... A long list of supremely powerful cards are fading out of everyday use come November.

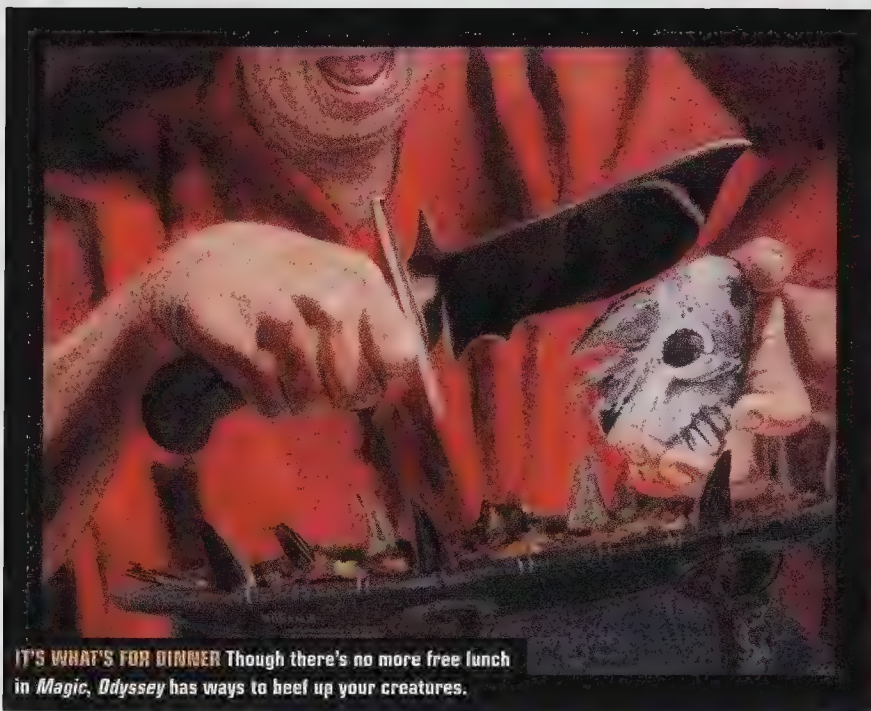
So with the new 330-card *Odyssey* set fresh off the delivery trucks, here's how the first set in four years to be based on an all-new storyline is going to change the game forever.

10. PORT CLOSED

Starting in November, you'll have to get to Rishada by train, 'cause the port is gone. To the uninitiated, this non-basic land that requires you to tap it and pay one mana to tap another target land may not seem like a big deal, but it's as big as a Happy Meal for King Kong. Rishadan

Port shut down your opponents' key lands in an environment where almost everyone was playing three colors—and often all five. This seemingly innocuous ability was so powerful it was banned in *Masques Block Constructed*. Not surprisingly after the abuse, nothing in *Odyssey* comes close to replacing its sheer utility.

Magic: The Gathering is a registered trademark of Wizards of the Coast.



IT'S WHAT'S FOR DINNER Though there's no more free lunch in *Magic, Odyssey* has ways to beef up your creatures.

9. FADE TO BLACK

Fires players, prepare to remove that final fade counter from your Blastoderms and Saproling Bursts. Control freaks, no more game-slowing Tangle Wires and Parallax Tides for you. We'll sure miss the overpowered fading cards *Nemesis* brought us, as there is just no way—not even with Iridescent Angel—to replace an untar-getable 5/5 for four mana.

Fortunately for those who prefer speed, the mighty Spirit-monger's ready for duty in the new Dark Fires decks. And while Orbosition decks lose the crippling Burst and Spontaneous Generation, there's still more than enough saproling and squirrel tokens—ones that don't fade away—to go around in *Odyssey*. In fact, Bearscape's a token machine in any deck that unloads cards like counterspells and other instants to the graveyard.

All in all, it's the same. Only the names have changed.

8. NO MORE FREE LUNCH

Many who weren't playing rebels throughout *Masques* Block took to the skies. That's Blue Skies, the popular control deck based around the format's "free" counterspells like Foil, Thwart, Misdirection and Daze, as well as fast utility flying creatures like Spiketail Hatchling, Rishadan Airship and Troublesome Spirit.

Other freebies—the card-drawing Gush, mana-fetching Land Grant and damage-dealing Cave-In to name a few—also saw plenty of play in an environment dictated by speed.

Fortunately for those who like

to get a spell—even a one-drop—through every now and again, the speed of free spells is gone. Absorb, Undermine and good ol' fashioned Counterspell remain, but good countermagic's hard to find in *Odyssey*. As a result, control decks will need more elimination for early threats. Prepare for the Wrath Of God revolution and don't expect counter/burn strategies to fade.

Check out the sidebar (on page 39) for a peek at how one deck may adapt to the change in scenery.

7. NETHER GONE

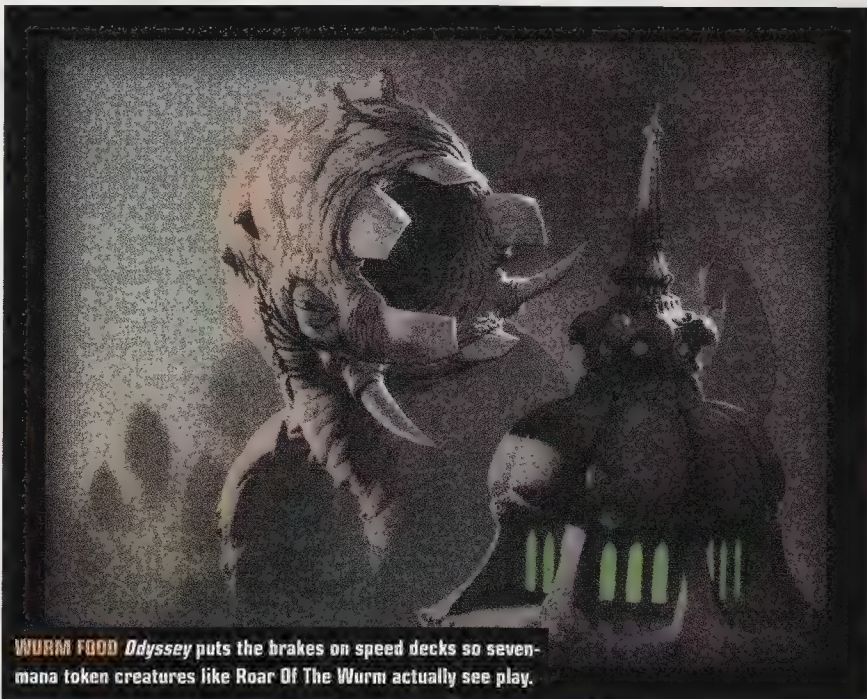
Skies isn't the only control strategy taking a tremendous hit. Two more popular decks—Nether-Go and blue/white offerings reliant on Story Circle—also are outta here.

Where's a blue mage to turn? Look no further than Iridescent Angel.

With protection from all colors, the newest winged badass is the closest thing to game-over since, well, Desolation Angel.

Might we see a new run on Teferi's Moat? Perhaps. Without the broken Story Circle around, blue/white control has no pure creature-hoser. In an environment losing the enchantment removal of Seal Of Cleansing, the Moat seems tailor-made.

What will replace Nether Spirit on the blue/black end? How about the card-drawing engine of Shadowmage Infiltrator; at 1/3, it stops most early threats and has built-in fear—quite a bargain for three mana. Blue/black also gets a lethal *Odyssey* combo in Traumatize and Haunting Echoes, two cards that bring death by decking back to the forefront.



WURM FOOD *Odyssey* puts the brakes on speed decks so seven-mana token creatures like Roar Of The Wurm actually see play.



ON THE HORROR The graveyard takes on new importance in *Odyssey* with the flashback and threshold mechanics.

6. SIDE OUT

Maindeck strategy's not the only thing impacted by a change in the Standard scene. Sideboards everywhere will feel the heat of key losses.

Gone are powerful sideboard staples like the untargetability-providing Ivory Mask, board-controlling Mageta The Lion, free elimination of Snuff Out, Massacre and Flameshot, hosing Kill Switch and Squeeze, and the utility of Seal Of Removal and its brethren.

Other 'board slots, however, are emptied by attrition. For instance, Tsabo's Web and Teferi's Response aren't as important with Rishadan Port out of the environment. Artifact elimination for Chimeric Idols is no longer needed.

With the new, multicolored environment reigning supreme, look for heavy enchantment removal to pack most sideboards, to dispose of Fires, Opposition, etc. Though Tsabo's Decree doesn't have "rebels" written on it anymore, you'll still see it in force. No color hosers are lost in the shuffle, but with all the crazy color combos being played, will anybody notice?

5. SLOW MOTION

No doubt about it, the environment's going to slow down drastically—maybe not to a standstill, but at least to a trot. No more dashing out of the gate with spells like Dark Ritual or zero-cost spells like the discarding Unmask. No more surprises from free Invigorates. Gone is the speed of Veteran Brawlers, Chimeric Idol and, of course, Blastoderm.

With less quick-drop creatures to arm weenie swarm decks, treasure new one-drops like Zombie Cannibal, Nimble Mon-goose and Devoted Caretaker. The slower environment also favors the continuing *Invasion* Block trend of multicolored cards. You can still afford to play gold creatures like Blazing Specter, Lightning Angel and Urborg Drake. If control decks get fed some quality counterspells in the upcoming *Torment* and *Judgment* sets, look out for blue mastery on the tourney scene.

One blessing: While Static Orb's headaches remain, at least the game-quagmire that is Rising Waters leaves with *Nemesis*.

THEN & NOW

Masques Block's farewell means good-bye to several prominent Standard decks. No longer will skies be blue, stories circled and Nether Spirits recycled.

Other decks, however, will live on. Fires clearly will continue to burn, with Jade Leech replacing Blastoderm and plenty of other fatties out there to replace Sprolroling Burst.

Mono-red, on the other hand, will find its replacements in *Odyssey*. And there's plenty to be retuned, as Chimeric Idol, Seal Of Fire and Kris Mage all leave maindecks. Here's a peek at what Sligh mages may be throwing onto the table come *Odyssey*.

BEFORE

ARTIFACTS

4 Chimeric Idol

RED CREATURES

2 Firebrand Ranger
3 Flametongue Kavu
4 Goblin Raider
4 Kris Mage
2 Rage Weaver
3 Skizzik

RED SPELLS

3 Ghitu Fire
4 Seal Of Fire
4 Shock
4 Urza's Rage

LANDS

19 Mountain
4 Rishadan Port

SIDEBOARD

4 Blood Oath
4 Ensnaring Bridge
2 Lava Runner
1 Mountain
1 Obliterate
3 Tectonic Instability

AFTER

RED CREATURES

3 Ember Beast
3 Flametongue Kavu
4 Goblin Raider
4 Mad Dog
2 Minotaur Explorer
3 Skizzik

RED SPELLS

4 Firebolt
4 Flame Burst
2 Ghitu Fire
4 Shock
4 Urza's Rage

LANDS

4 Barbarian Ring
19 Mountain

SIDEBOARD

4 Ensnaring Bridge
3 Molten Influence
1 Obliterate
2 Obstinate Familiar
3 Price Of Glory
2 Sandstone Deadend

4. GRAVEYARD RISEN

The ol' Standard wasn't without its graveyard tricks. Black's Undertaker could spellshape a card into the grave to retrieve a dead creature, and the mighty Squee bounced in and out every turn at no cost.

But you ain't seen nothin' yet.

Odyssey's all about the graveyard. Flashback gives you two spells in one, such as the two-damage Firebolt or the disenchanting Ray Of Distortion. It's not "buyback lite"—remember, a flashback spell countered goes to your graveyard, only to be used again, sometimes immediately.

Green and white clean up on threshold creatures, from green's possible 4/4 Werebear and 8/8 Krosan Beast to white's cheap 2/2 flying Mystic Penitent and 3/2 flying, protection-from-black-and-red Mystic Crusader. Threshold spells Epicenter, the new Armageddon, and Divine Sacrament, the new Crusade,



LEAVING LIN SIVVI Rebel recruiting is gone and the cabal and its minions are taking its place.

can be game winners.

Get your dice out; from now on, you'll want to keep exact count of graveyard cards.

3. ACCESS TO ALLIED COLORS

Death to *Masques'* mono-color strategies. Say good-bye to white's rebels and blue's skies decks. For that matter, we won't see anymore Cateran mercenaries running around either.

Welcome to *Magic's* new mantra: "all that glitters is gold." Though there are only 11 true gold cards in *Odyssey*, with some winners in the protection-from-everything Iridescent Angel and card-gaining Shadowmage Infiltrator, its artifacts and lands lend big color support. All the one-casting-cost eggs can be sacrificed for one of each allied color and a card. Lands like Timberland Ruins provide a mana of the appropriate color and can be sacked for any color, while Skycloud Expanse and the like can be tapped for one of each allied color, in this case blue and white. Expect the cross-color chaos to thrive in the next two sets.

2. SLEIGHT OF HAND

Card advantage is a big part of *Magic*, but when is it to your advantage to hold a card for later, as opposed to tossing it immediately for an effect? *Mercadian Masques* gave us this dilemma with spellshapers like Waterfront Bouncer; now, *Odyssey* cranks up the strategy with 30 discard-for-effect creatures like blue's Pulsating Illusion, green's pumpable Wild Mongrel and gold's Phantatog. Add the series of Rites cards, such as the damage-generating Rites Of Initiation, and you've got the next level of card decision-making.

Don't fret about keeping your hand size high. Accumulated Knowledge and Gush may have faded into Extended season, but we still have the king of card-drawing, Fact Or Fiction, which may just shoot up to a six-star card with its ability to drop cards directly into your graveyard for threshold.

1. REBELS PUT DOWN

The rebellion is officially over. With the advent of *Odyssey* and passing of *Mercadian Masques*, Lin Sivvi and her defiant company leave the environment and the recruiting mechanic passes

YOU DON'T SAY

MAGIC LINGO EXPLAINED

NO-MAR

WHAT IT IS: A variant on the ubiquitous Go Mar deck with Dromar, The Banisher; the "no" implies a version without the dragon.

WHAT IT ISN'T: An all-star shortstop for the Boston Red Sox.

PONZA

WHAT IT IS: A red landkill/board-control deck.

WHAT IT ISN'T: The guy from "Happy Days" who liked to say "Ayyyyyy!"

GAS

WHAT IT IS: A really good card; also, a card that fuels a deck's combo engine.

WHAT IT ISN'T: The most prevalent component of your dining room after eating Taco Bell.

WINDMILL SLAM

WHAT IT IS: A motion where you forcefully throw down onto the table an amazing card that you just drew.

WHAT IT ISN'T: The new meal at Denny's restaurants in Holland.

RAINBOW

WHAT IT IS: A deck that utilizes all five colors.

WHAT IT ISN'T: Something hated by *South Park's* Cartman.

WEENIE

WHAT IT IS: A small, cheap, efficient creature, like Jackal Pup.

WHAT IT ISN'T: What you're thinking right now.

BEATDOWN

WHAT IT IS: A deck strategy that involves attacking as quickly as possible.

WHAT IT ISN'T: When you get taking your position into the Gripe.

MONO

WHAT IT IS: A deck that includes only one color.

WHAT IT ISN'T: A disease industry is too caught by *Magic* players.


into *Magic* history. Subbing in for the rebels in white decks are *Odyssey* creatures like Mystic Visionary and Mystic Crusader. All gain power and/or abilities when a player reaches threshold, giving them a similar "build up to kick butt" feel as the rebels, although they're not nearly as powerful or fast as the insane rebel decks we all know and loathe. Retrieving creatures from your library is considerably tougher in *Odyssey*, as the only creature fetchers are Diabolic Tutor and the limited Dwarven Recruiter.

Odyssey has changed the IQ Staff forever. Rarely does a day now go by without them cracking a half-dozen Nut Collector jokes.

RULE THEM ALL!

"Lord of the Rings" Conquers
Today's Biggest Games

BY THE IQ GAMER STAFF

A dramatic illustration of a dragon breathing fire in a dark, cavernous setting. The dragon is positioned on the left, with its head and front legs visible, breathing a large plume of fire. The background is dark and atmospheric, with a large, curved structure on the right. The overall tone is epic and fantastical.

Two solid years of nothing but orcs, hobbits and elves. Twenty-four months of ringwraiths, ents and goblins. If our mouths weren't parched from drooling over all the cool toys coming for "The Fellowship of the Ring"—see our shopping guide on page 102—we'd certainly have exhausted our slobber thinking about all the cool "Lord of the Rings" games on the way. From Fantasy Flight's board games to Games Workshop's miniatures games to Decipher's ECG and RPG, we're insane with glee.

But wouldn't it be even cooler if Middle-earth invaded other games? If characters like Frodo and Gollum were included in the biggest games of our time? We got all giddy just thinking about it, so we made up characters for today's most popular games: *Legend of the Five Rings*, *Magic: Warlord*, *Dragon Ball Z*, *Magi-Nation*, *Hero Knight* and *Dungeons & Dragons*.

THE BALROG

LEGEND OF THE FIVE RINGS

WHAT IT IS: The Balrog—actually one of a number of balrogs in Middle-earth—is a creature of the same basic type as Gandalf, a powerful spirit creature. The balrogs, though, fought on the side of evil and rebelled against their masters. They are creatures of fire, living deep underground, bearing whips of flame and wearing cloaks of darkness. “Balrog” means “power-terror” or “demon of the night.” The balrog from “Lord of the Rings” lived below the Mines of Moria and was disturbed when dwarves dug too deeply. It came to be known as “Durin’s Bane,” as it wiped out the dwarves led by Durin who were living in the mountains.

PLAY TIPS: A five-force cavalry creature with the ability to attach two weapons makes the Balrog a terrifying attacker and particularly effective as a duelist. While the duel is essentially nonlethal—the loser is shuffled back into the deck—it can give you the time to finish off a province or two. The Balrog is nearly unbeatable if you have the Ring Of Fire, which would normally spell doom for anyone dueling the spellcaster.



GOLLUM

MAGIC: THE GATHERING

WHO HE IS: Known originally as the hobbit Sméagol, this subterranean creature was dubbed “Gollum” for his throat’s froglike sounds. As a young hobbit, Gollum went fishing with his cousin and murdered him when the One Ring was discovered. Extended possession of the Ring perverted Gollum into a repulsive creature, and he hid under the Misty Mountains to avoid contact with the world. In a game of riddles, Gollum lost the One Ring to Bilbo Baggins, who escaped with the help of the Ring’s invisibility powers. Separation from the Ring drove Gollum mad, and he dedicated his remaining life to tracking down and killing the “Bagginses” who had unjustly stolen his “Precious” from him.

PLAY TIPS: Gollum marks a series of firsts. Since he’s always on the prowl for the One Ring, he gains “artifactwalk,” striking mercilessly at opponents with treasures. Taking a page out of *Odyssey*, he’s also the first creature with flashback; Gollum’s a cunning fellow, so you might have to “kill” him twice to get rid of the pest.





SARUMAN

WARLORD: SAGA OF THE STORM

WHO HE IS: Once the greatest wizard in Middle-earth, Saruman's lust for power unseated him from the White Council and turned him into an ally for the Dark One, Sauron. The wizard Gandalf learned of Saruman's treachery, but too late. As Frodo and the hobbits started off on their quest to destroy the One Ring, Saruman waylaid Gandalf and imprisoned him in his tower at Isengard. Gandalf managed to escape with the aid of Gwaihir, Lord of the Eagles, but Saruman plagued the Company again when his formidable orcs attacked them en route to Mordor, capturing hobbits Merry and Pippin and sundering the company.

PLAY TIPS: In Alderac's *Warlord: Saga of the Storm*, your warlord is your strongest character. Saruman does something no other wizard in the game does—he can reuse a spell he's just cast. Fire off that Ice Bolt twice, or unload on the front rank with a double Meteor Swarm. Always use Saruman's ability early in a turn, otherwise cards you play or your opponent destroys may bury discarded spells out of reach.

FRODO

DRAGONBALL Z CCG

WHO HE IS: Adopted by his cousin Bilbo, hobbit Frodo Baggins kind of inherited the task of destroying the One Ring—which turned the bearer invisible, among other things—before Sauron could use it to conquer Middle-earth or it corrupted Frodo as it had its previous bearer, Gollum. Frodo and his fellow hobbit Samwise eventually spilt from the fellowship, not wishing to endanger the others on the trek through the dark land of Mordor to the magma pits of Mount Doom, the only place the Ring can be destroyed. It was there Frodo faced the ultimate temptation of the Ring and had his final confrontation with Gollum.

PLAY TIPS: Being just a hobbit, Frodo doesn't start out particularly powerful. But since he can always slip on the One Ring to turn invisible, he can avoid physical attacks. Who are we kidding? Frodo's just in this article because imagining him in *DBZ* had us all in stitches. Play him at your own risk.



GALADRIEL

MAGI-NATION

WHO SHE IS: Also known as the “Lady of the Wood,” Galadriel was queen of the elves in the forest region of Lórien, beyond the mountains of Moria. She wore Nenya, one of the Three Rings and was thus able to resist Sauron’s power and protect her land. Frodo offered her the One Ring, but she refused and sent the fellowship on its way with magical gifts to aid against the perils they would face and, in Sam’s case, repair damage to the land. At the end of the trilogy, Galadriel and the other ringbearers leave Middle-earth aboard great elven ships.

PLAY TIPS: With Galadriel’s ability to look at the top cards of either player’s deck, you can either set up yourself or keep your opponent from his key cards. Her high beginning energy makes Galadriel a great starting magi. Her opening hand allows you to draw extra cards, giving her more resources or setting up your next two magi. She can start with a Vortex Of Knowledge and some creatures that draw cards, ensuring you have a creature or can draw additional cards on your first turn.



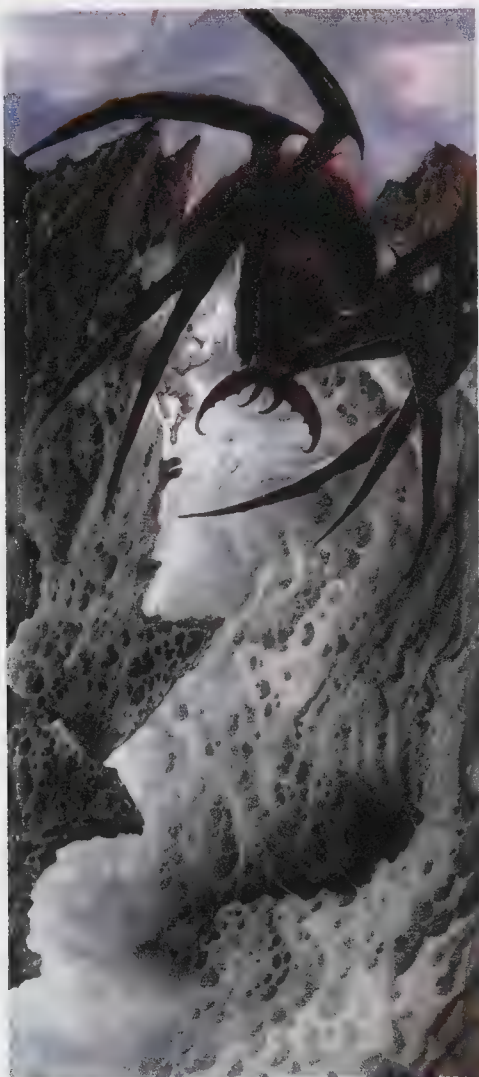
GANDALF

MAGE KNIGHT

WHO HE IS: Like his fellow wizards, Gandalf the Gray was a centuries-old spirit creature sent forth to oppose Sauron—a mission that would eventually lead him to the hobbits of the Shire and the Baggins family, possessors of the One Ring. He would lead the efforts to destroy it with his own weapons: Narya, the ring of fire; his staff and the great sword, Glamdring, the Foe Hammer. Though powerful, he was forbidden to gain enough power to confront Sauron himself—a law broken by fellow wizard Saruman. Gandalf fell during his battle with the Balrog, but was reborn as Gandalf the White and went on to lead with Aragorn the forces arrayed against Sauron’s army.

PLAY TIPS: Gandalf starts with a movement of 10 inches, but loses one for every two clicks of damage until the ninth, where he loses one per; he’s dead on the 12th. He adds command to his damage through the first six slots, with three 14-inch ranged attacks. After taking six damage, his flame/lightning attacks turn to magic blasts. For a full stat breakdown, check the *InQuest Gamer* page at www.wizardworld.com.





SHELOB

DUNGEONS & DRAGONS

WHAT SHE IS: Giant spider and mother to the spiders of Mirkwood, Shelob dwelled in a series of tunnels that honeycombed the area around and beneath the orc outpost of Cirith Ungol, on the border of Mordor. The orcs of the tower called her "Her Ladyship" and feared her as she knew all of their paths and often preyed on them. She caught Gollum here and—giving him his freedom in exchange for his assistance in luring prey to her den—he led Frodo and Sam into her web, trapping Frodo and apparently killing him. Sam, however, dealt her a nasty blow with the elven blade Sting and damaged a cluster of her many eyes.

PLAY TIPS: Shelob could live just about anywhere. A dark forest with her offspring or her own corner of a vast dungeon, waiting for hapless treasure hunters works. Or perhaps a rural cave where she's worshipped as a local deity by the tribe of orcs who live nearby is more appropriate. Anywhere you set her, Shelob is smart and will flee rather than face death. She plots, using tactics and surprise to stalk her prey.

The IQ GAMER staff thanks Ed Bolme, Dan Tibbles and Matt Holmberg (Magi-Nation), Dave Williams (LSR), Kevin Barrett (Mage Knight) and the mad wizards at Fantasy Flight Games for their help with this article.

SHELOB

Monstrous spider, colossal colossal vermin (unique)

Hit Dice: 275

Initiative: +3 (Dex)

Speed: 30 ft., climb 20 ft. (40 ft., climb 20 ft.)

AC: 22 (-8 size, +3 Dex, +17, natural); belly unmodified 17 for called shots.

Attack: Bite +35 melee

Damage: Bite 5d6+10 and poison; on a successful Dex check, Shelob can attribute the rolled amount of damage at will to keep from destroying her prey.

Face/Reach: 40 ft. by 40 ft./15ft.

Special Attacks: Poison, web.

Special Qualities: Vermin

Saves: Fortitude +33, Ref +22, Will +20

Abilities: Str 27, Dex 17, Con 16, Int 13, Wis 11, Cha 3

Skills: Climb +20, Hide -5, Jump +8, Spot +8

NEW LotR BOARD GAMES

• The great John Howe art used to illustrate many of the cards in this feature come from Fantasy Flight's *Lord of the Rings* board game, recently published by Hasbro/Wizards of the Coast.

• That game is getting its first expansion this month. Titled *Friends & Foes*, it introduces a new element to the game: Foes. Foe cards, such as barrow wights and worms, are revealed throughout the game and must be destroyed using new Feature and Gadget cards, or by corrupting and taking a chance with the dice before eight are played. If eight foes are showing at the end of your turn, the game is over.

• Also available this month from Fantasy Flight is *The Hobbit* stand-alone board game. This is a simpler game intended for the mass market. Players roll dice to move their hobbits along the path to the Lonely Mountain where they must steal Smaug's treasure and score points to win the game. Adventure cards require players to recite songs and poetry from Tolkien's book to progress in their quest.



IQ THEATER

"THE PHANTOM MENACE"

by PAT McCALLUM and TOM ROOT

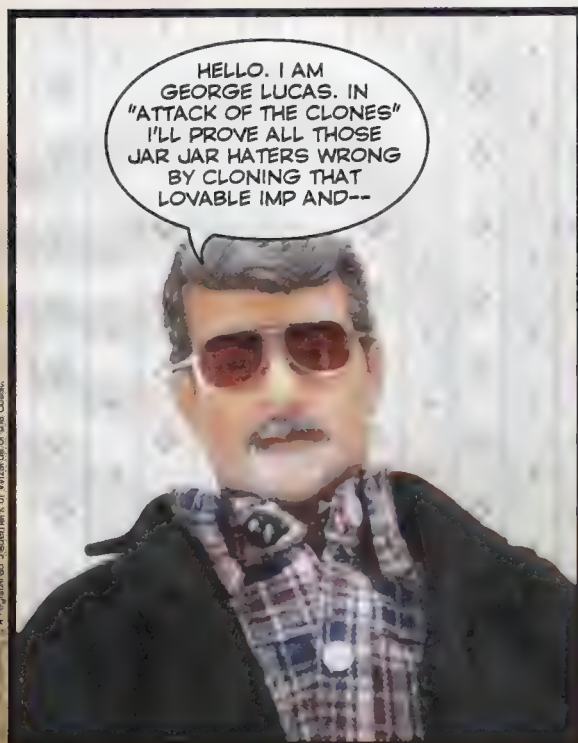
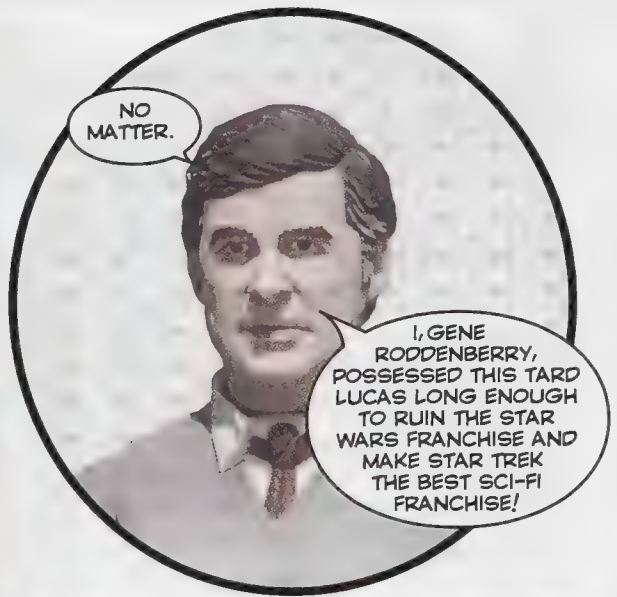


Illustration: Rick O'Connell



KillerDecks

The Weirdest Worlds Deck by Steve Frohnhoefer

It happens every year at *Magic's* World Championships. Somebody has to be the out-cast. This year, that honor goes to Japan native Tsuyoshi Fujita. Amid the myriad Fires, Skies, Opposition and black/red decks that dominated Worlds, Fujita whipped out a five-color, modern-day version of, get this, a Prosperous Bloom deck—and went 3-3 in the process. Not exactly a world-beater, but hey, I didn't see you at Worlds, let alone playing to a .500 record.

What's in It?

Much like the Prosperous Bloom decks of old, Fujita's offering counts on deception. For turns, the deck does nothing but build up land with Domain deck staples Harrow and Rampant Growth. Only instead of counterspells, the deck uses Orim's Chant and Tangle to stall creatures and spells, and Tsabo's Web to lock down nonbasic lands, like Rishadan Port.

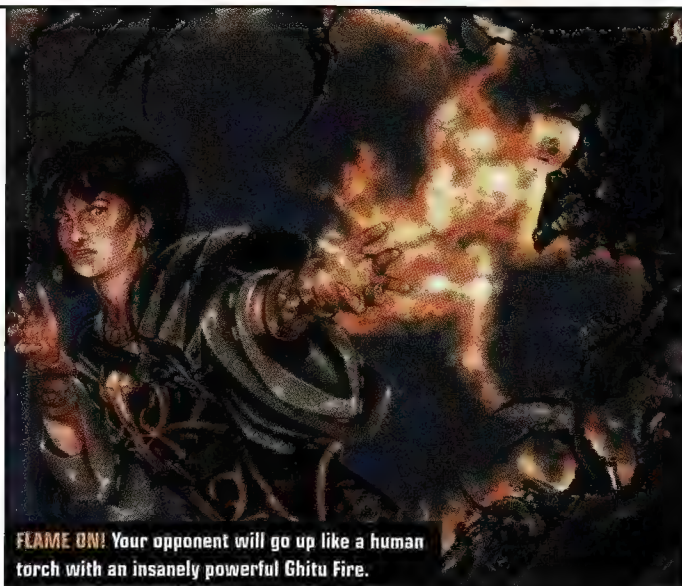
For those that don't remember ProsBloom, that deck carried only one Drain Life as a kill mechanism. When it was ready to go off, ProsBloom went on a card-drawing frenzy until it found its finisher, then backed it up if necessary with a Power Sink.

Fujita's deck lacks the broken symmetry of Squandered Resources and Cadaverous Bloom, but is similar in that it packs just a single Ghitu Fire instead. Search engines Allied Strategies, Brainstorm, Fact Or Fiction and Worldly Counsel help locate the burn when it's needed. Four Restocks help recycle the kill card if need be.

Those Restocks can be clutch. After all, Lobotomy is this and any combo deck's worst enemy. If the Fire's in your hand, it's either pay the extra two to cast it as an instant or scoop up immediately.

Still, even without the fear of Lobotomy, building up mana for a 20-plus point Ghitu Fire ain't easy, especially since odds are you'll need to Chant your opponent before spreading the cheese.

Early Harvest is no Squandered Resources, but it does the trick here, allowing you to untap all your basic lands



for just three mana. With all the quick land you'll be dropping thanks to cards like Harrow, just one or two Harvests should do the deed.

And speaking of deeds, a lone, recyclable Pernicious Deed graces the deck as some additional insurance, in case you can't find the combo soon enough.

How It Wins

Make no mistake; this isn't an easy victory. You've got a limited number of weapons, so remaining calm and using them only in the face of calamity is key.

Sure, that second-turn Chant can slow a Fires deck. But wouldn't you rather have it when there's four creatures headed at your skull? Same goes for Tangle. Hold them until needed, especially since you'll likely need a Chant or two to help ensure the Ghitu Fire resolves.

Your early plays should all focus on getting land—lots of it. Unless you are in danger of losing the game, Harrow and Rampant

the deck

ARTIFACTS

2 Tsabo's Web

BLUE SPELLS

4 Allied Strategies
3 Brainstorm
1 Fact Or Fiction
4 Worldly Counsel

GOLD SPELL

1 Pernicious Deed

GREEN SPELLS

4 Early Harvest
4 Harrow
4 Rampant Growth
4 Restock
2 Tangle

RED SPELL

1 Ghitu Fire

WHITE SPELLS

4 Orim's Chant

LAND

11 Forest
6 Island
1 Mountain
3 Plains
1 Swamp

SIDEBOARD

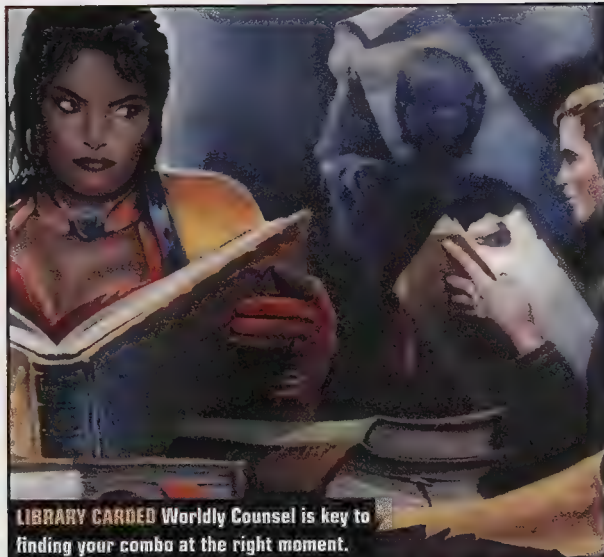
2 Fact Or Fiction
2 Gainsay
2 Heroes' Reunion
3 Juntu Stakes
2 Pernicious Deed
1 Tangle
3 Tsabo's Decree

SUBSTITUTIONS

Orim's Chant → Evasive Action
Pernicious Deed → Tangle
Tsabo's Web → Price Of Glory

INSANITY!

Crazy plays this deck can pull off to win



LIBRARY CARDED Worldly Counsel is key to finding your combo at the right moment.

Growth should be played before your defensive cards. Don't think twice about Restocking your land-fetchers; they are key to victory.

Once you've got four or five land types in play, draw to your heart's content. You'll find the necessary card, whether it be that Tangle or Pernicious Deed needed to stave off death or the Ghitu Fire and Early Harvest that deliver the finishing blow.

Remember: Patience.

Da Board

I know what you're thinking: How can this wacky deck fend off cheap creatures or heavy countering? The answers, as with any tourney-caliber deck, are found in the sideboard.

Three Tsabo's Decrees help rid the board of pesky rebels, familiars or any other creature type of the day. Two more Deeds provide more reset power. A third Tangle also buys time against creature-heavy decks. Juntu Stakes are essential against Birds Of Paradise and elves and have found their way into many sideboards of late.

Two Gainsays might not seem sufficient against blue, but the deck can draw to them with lightning speed, and in essence, you only need to make sure one spell—the Ghitu Fire—goes off.

Fujita devoted his final two 'board spots to Heroes' Reunion, the cheapest life-gain spell in the game. Feel free to add more Gainsays or such to the mix if you'd prefer, although it's hard to argue against a potential 14 life in a deck such as this one.

New Odyssey

With its return to friendly color combos, *Odyssey* doesn't sport much for Domain-type decks, but a couple of cards could find their way into a deck like this. New Frontiers is a lightning-fast way to set up the kill, allowing each player to essentially double his mana base. Granted, those lands are put into play tapped and it's a sorcery, but you're packing four Early Harvests, remember?

Holistic Wisdom lets you pay two mana and remove a card in your hand from the game to retrieve any one from your graveyard, provided that card is the same type as the one you discarded. This underrated enchantment is perfect for a deck reliant on many instants and sorceries.

Moment's Peace doesn't provide the extra lockdown of Tangle, but it can be flashed back for a second use, letting you save your Restocks.

Steve Frohnhoefer's bringing his Cephalid Shriner deck to the 2002 Magic World Championships. He likes the little cars and fezzes.

The way this deck plays is dependent on its competition. And it has proved it can handle almost anything. Here's the key cards and combos for four different matchups it is likely to face:



ORIM'S CHANT

Forget its utility against creatures, Chant is at its best against counter-heavy offerings. By casting Chant before it triggers its Ghitu Fire, this deck forces a control deck to have two counterspells handy to avoid certain doom.



TANGLE

Green decks with elves often take a turn early where they attack with their 1/1s for a little extra damage. By casting Tangle during this attack, the deck sets a green mage's mana production back a turn. It's definitely a move worth considering.



RESTOCK

Sometimes this deck will have no choice but to chip away at its opponent, casting Ghitu Fire to fry a creature or to do less-than-lethal damage to an opponent. That's when Restock really shines, giving you as many as five Ghitu Fires.



EARLY HARVEST

There are times when speed is needed on your own end. Three mana to untap all your land becomes an absolute steal in this situation. Suddenly, casting multiple copies of Allied Strategies becomes feasible and going through half your library at once is not impossible.

KillerDecks

Lord of the Rings

by Nigel Jefferson

Middle-earth's goblins live by the scimitar and die by the hundreds; they're the mooks that make the good guys look great. But not this time. You're after some retribution, pure and simple. Your strategy? Superior numbers. Crank out hordes of goblins and sic 'em on your opponent's heroes.

TOP CARDS

The power of this deck lies in its ability to burn through cards at top speed, to recruit a strong fellowship while storing up minions for a series of devastating attacks. Elrond's and Goblin Scimitar's ability to let you draw extra cards, and Goblin Scavenger's ability to retrieve the Scimitar from your discard pile, ensure that you see plenty of cards.

There are no cards in the deck that are designed to sit in your hand; everything is played to the table to make way for liberal card drawing. Goblin Scimitar is so strong because not only does it boost one of your monsters, but because it costs nothing, and you draw a card to replace it. Your opponent will get sick of the sight of it as you play it again and again and again...

HOW IT BEATS YOU

The fellowship this deck generates is designed simply to survive and pave the way for the goblin invasion. When moving, it concentrates on keeping characters alive and seldom moves more than once in a turn, as the aim is not to reach the last site, but to kill your opponent. Most of the time, moving twice will only serve to provide your opponent with more cards with which to protect his fellowship.

It is very important that you go first so you can lay your site and play Aragorn, so bid high and don't worry about the burdens; Sam's ability to remove burdens should bring them under control quickly. Make every attack count. Never drop monsters unless you are sure you can send out a large attack which will take out at least one character. The exception is the Cave Troll; his strength is



© New Line Cinema

double that of most characters and he is virtually guaranteed to inflict four wounds by himself.

1 CARD

Goblin Swarms. Most of the time, it's not the pool that limits your attack, but what you have in your hand. Goblin Swarms will break your opponent if he cannot remove it: all your winning goblins go there instead of the discard pile, guaranteeing a constant supply of the little dudes.

Nigel Jefferson has kept goblins in his basement for years, but their discussions on the state formulation of quantum mechanics still baffle him.

"Bungee Horde"

FREE PEOPLES

- 1 Frodo, Old Bilbo's Heir*
- 1 The One Ring, Isildur's Bane*
- 1 Arwen, Daughter Of Elrond*
- 1 Sam, Son Of Hamfast*
- 1 Aragorn, King in Exile
- 2 Ranger's Sword
- 2 Blade Of Gondor
- 2 Sting
- 2 Hobbit Sword
- 4 Boromir, Son Of Denethor
- 2 Gwemegil
- 4 Elrond, Lord Of Rivendell
- 3 Boulder

2 Hobbit Party Guest

- 2 Rosie Cotton
- 2 The Gaffer, Sam's Father

SHADOW

- 3 Cave Troll Of Moria, Scourge Of The Black Pit
- 4 Host Of Thousands
- 4 Goblin Backstabber
- 4 Goblin Runner
- 4 Goblin Scavengers
- 4 Goblin Scimitar
- 4 Goblin Wallcrawler
- 3 Goblin Swarms

ADVENTURE DECK

- 1 The Prancing Pony
- 1 Trollshaw Forest
- 1 Frodo's Bedroom
- 1 Mithril Mine
- 1 The Bridge of Khazad-Dûm
- 1 Dimrill Dale
- 1 Anduin Wilderland
- 1 Shores Of Nen Hithoel
- 1 Summit Of Amon Hen

*Starting Fellowship

KillerDecks

Dragon Ball Z by Joshua Minnon

Androids Saga brought a slew of new Saiyan Style cards with it. And who better to head up a deck of them than that big-hitting Saiyan heavyweight, Trunks? Just declare Tokui-Waza and clear a space on the floor for your unconscious opponent.

TOP CARDS

If you don't draw a physical attack whenever you draw cards, something's wrong. There are—count them—24 physical attacks in here. That's one third of the deck. And on top of this, Trunks has a built-in physical attack that's one step away from being unstoppable: Your opponent has to block it with two cards.

Physical attacks such as Saiyan Face Stomp, Saiyan Flying Tackle, Saiyan Left Kick and Saiyan Destiny are all big fat attacks that do a lot of extra damage if you declared a Saiyan Tokui-Waza. Yet even your non-Saiyan Style cards kick ass. Rebellion is a physical attack that does +8 power stages of damage, while Goku's Battle Ready hits your opponent for seven power stages—a perfect weapon for any aggressive deck.

HOW IT BEATS YOU

This deck hits hard and fast. To win, throw a barrage of physical attacks at your unsuspecting opponent. With the Saiyan Style Mastery and Kami's Floating Island, you should be drawing at least five cards each turn. Watch your hand fill with physical attacks, and then shove them in your opponent's face. You might be thinking: "But my opponent gets to attack back..." Sure he does, but with cards like Saiyan Focus, Saiyan Wrist Block and Saiyan Lightning Dodge, you get to block your opponent's attacks and make him lose power stages too.

Your energy attacks do a lot of damage and mess with everyone's anger. To keep your power stages topped out, there are three Hidden Power Levels, plus Earth Dragon Balls 1, 3 and 5—which is probably more than you'll ever need. In fact, with a few "anti-anger" cards, three Confrontations and four copies of Trunks Energy Sphere, you're



TRUNKS IS NO PUNK He requires opponents ditch two cards to block him.

ready for anything and everything.

1 CARD

Trunks, Level 1. An attack that takes two blocking cards to stop is just too good. Use it after pounding your opponent with a bunch of physical attacks to get him to zero, then smack him with your powered-up-to-full Trunks.

For the longest time, Joshua Minnon thought Trunks had something to do with elephants' luggage.

"Trunks, the Hero"

MAIN PERSONALITY

- 1 Trunks (*Trunks Saga*)
- 1 Trunks, The Swordsman
- 1 Super Saiyan Trunks
- 1 Trunks, The Hero

MASTERY

- 1 Saiyan Style Mastery

PHYSICAL COMBAT

- 1 Chiaotzu's Psychic Halt
- 1 Nappa's Physical Resistance

1 Vegeta's

- Physical Stance
- 3 Goku's Battle Ready
- 3 Hidden Power Level
- 3 Rebellion
- 3 Saiyan Face Stomp
- 3 Saiyan Lightning Dodge
- 3 Saiyan Heads Up
- 3 Saiyan Left Kick
- 3 Saiyan Wrist Block
- 3 Saiyan Destiny
- 3 Saiyan Flying Tackle
- 3 Saiyan Pressure Punch

ENERGY COMBAT

- 1 Good Advice
- 1 The Luck Of Trunks
- 1 Trunks Makes Himself Clear
- 1 Nappa's Energy Aura
- 3 Saiyan Focus

COMBAT

- 1 Time Is A Warrior's Tool
- 4 Trunks Energy Sphere
- 3 Saiyan Truce Card
- 3 Confrontation

NON-COMBAT

- 1 Vegeta's Quickness Drill
- 1 Terrible Wounds
- 1 Vegeta Scans The City
- 1 Goku's Heart Disease
- 3 Saiyan Battle Terms
- 3 Saiyan Appraisal Maneuver

LOCATION

- 3 Kami's Floating Island

DRAGON BALLS

- 1 Earth Dragon Ball 1
- 1 Earth Dragon Ball 3
- 1 Earth Dragon Ball 5



Killer Decks

ARMIES

Mage Knight

by Kevin Barrett

The Atlantean Magus and his Demi-magi wait behind a wall of Goblin Volunteers; they wait for you to approach and then they blast you out of existence. Your opponent's fielding a "turtle army"—stationary, thick-shelled and hard to crack. But you're ready for this cheese. Your army's a turtle killer.

TOP FIGURES

The Magus-powered turtle army is a common archetype in the *Mage Knight* tournament scene. It blasts advancing armies to bits. But not yours. You're packing three dwarves with magic immunity. Approaching behind a damage-absorbing wall of Brass Golems, your dwarves cannot be hit by your opponent's magic blasts. Any points your opponent has put into Demi-magi are pretty much negated. This point swing should give you the upper hand in battle.

Your key figure is Dwarven Jarl. With command, a 12-inch ranged attack, an attack value of 12 and 3 damage, he will dictate the flow of your battle. If your opponent does manage to contact him, you can make short work of the offending warrior with this dwarf's weapon mastery.

HOW IT BEATS YOU

On one turn, the Golem formation moves forward, followed by the dwarves. On the next turn, your two main formations rest while your Mage Spawn skirmishers advance up the flanks. Repeat this pattern. When you get within 10 inches of your opponent's turtle army, it's time to move the Brass Golems to one side and let loose with the Fuser attacks. Maneuver your Golems to screen as much incoming fire as you need while you work over the opposition from one end to the other, methodically beating down his wizards one at a time. Use the Jarl's attack to crack particularly tough units on the other side, or act as primary attacker if a ranged combat formation is needed.

The Mage Spawn are best kept out of magic blast range until needed to fill a gap in the Golem line or pin an opposing rangestriker with a timely base



ARMOR UP! Blades and brawn make the Atlanteans the definition of "Blade Runners."

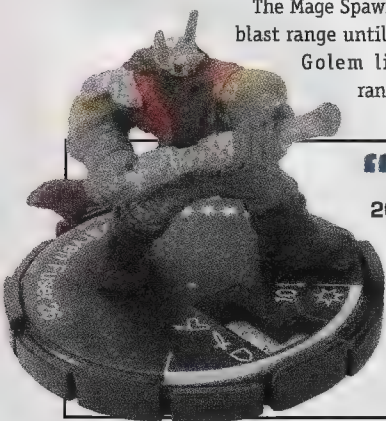
contact. Also, don't discount the possibility of a capture attempt with the Shade. His quickness can be used to cover the ground back to your starting area to score double capture points at the end of the game.

Eventually, your Jarl will make a command roll. When he does and you are in musket-range of the opposing force, volley three separate shots at the opposition, starting with the Jarl's better attack.

#1 Warrior

Dwarven Jarl. His key attribute is the magic immunity; like the other dwarves, he can't be hit with a magic blast and he shrugs off extra damage caused by magic enhancement.

Kevin Barrett's turtle army contains Donatello, Raphael, Leonardo and a whole mess of Pepperoni Golems.



"Turtle Killer"

200-point
Mage Knight Army

WALKING WALL SECTION

3 Brass Golem (*) = 54 points

DWARF SECTION

1 Dwarven Jarl = 77 points

2 Dwarven Fuser (***) = 52 points

SKIRMISHERS

1 Shade (*) = 12 points

1 Imp (*) = 5 points

KillerDecks

Buffy the Vampire Slayer by David Eckhard

Give 'em hell! And we mean that literally. Using The Master and his band of evil minions, you're going to wreak havoc across Sunnydale until the Hellmouth itself has opened. That'll give those high-kicking, stake-toting losers something to think about.

TOP CARDS

With his essence card and Level 1 power, The Master can fight up to three times a turn. So if you can get to your opponent and his Scooby Gang while they're in one place, you can beat down all of them. Give The Master a Stake & Crossbow card and you've got an insane fighting machine.

But he can't do it all by himself. The Master needs his lackeys, and there are nine here for him. There would be more, but there aren't many other characters that have a really good butt-kicking skill to help you in a fight.

Run, Fast! and Electrical Tunnels Schematic help you get board control so you can be wherever your opponent is. The Old Madison Body Switch is useful moving away those characters that could beat you and replacing them with those you can nail.

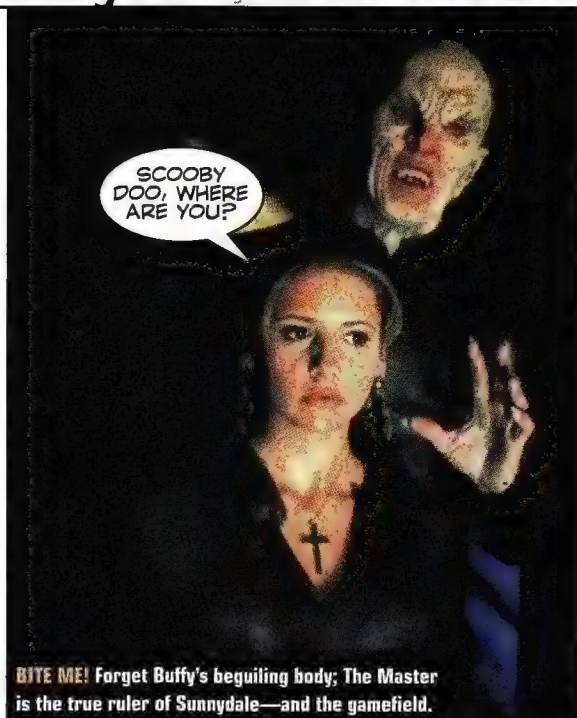
HOW IT BEATS YOU

Fighting and board control. Your cards help you fight, prepare for the fight or put you in positions where the fights are in your favor. Don't worry about challenges; it's easier for this deck to beat someone up then to gang up and win a challenge.

You want a location card at every location. Pool Of Blood, Mausoleum, Warehouse, and Tunnels are your four prime locations. Public Restroom is filler, but if your opponent plays at least one school location, the Restroom can be powerful.

If your opponent keeps his characters grouped together, have The Master chase them down and slaughter them *en masse*. If they spread out to escape The Master, bring on the lackeys. Most minions get an advantage against an average character during fights.

Join The Pep-Squad and cards that change fights to butt-kicking can wreck this deck. You've got a lot of



card-drawing to help recover from anything that doesn't go your way. Against hero decks, you've got Vampire Embrace so you can beat up your opponent with his own characters.

#1 CARD

Run, Fast! You need a three butt-kicking to play it, but it lets you lure a character to where you want them after they've moved. Awesome. Or it can draw away a strong character so you can take out her little friends...

Freelancer David Eckhard always orders extra garlic bread... as if he needs it. Whew!

"Hell on Earth"

ESSENCE

The Master
Essence Card

CHALLENGES

- 1 Abduction
- 1 A Boy And His Guillotine
- 1 Feeding Time
- 1 Festival Of Saint Vigorous
- 1 Facing Your Fear

1 Pergamum Prophecy

- 1 Welcome To The Harvest

LOCATIONS

- 1 Lair Of The Master
- 1 Mausoleum
- 1 Pool Of Blood
- 3 Public Restroom
- 1 Tunnels
- 1 Warehouse

RESOURCE DECK

- 1 The Master Level 1
- 1 The Master Level 2
- 1 Andrew Borba Level 1
- 1 Claw Level 1
- 1 Darla Level 1
- 1 Drusilla Level 1
- 1 Fritz & Dave Level 1
- 1 Jesse Level 1
- 1 Luke Level 1
- 1 Spike Level 1
- 2 Alone

- 3 Animal Intensity
- 2 Eclipse
- 3 Electrical Tunnels Schematic
- 3 Feast On Virgins
- 2 Hot Dog Surprise
- 3 Master Bones
- 3 Run, Fast!
- 3 Stake & Crossbow
- 3 The Old Madison Body Switch
- 3 Vampire Embrace

Killer Decks

Harry Potter by Steve Frohnhofer

Seems Harry Potter should've heeded his arch-nemesis' advice about "making friends with the wrong sort." At least in the world of the *Harry Potter TCG*, Slytherin's the home of power. With the ability to strip an opponent's hand and nuke his resources in play, Draco Malfoy's got more clout than He-Who-Must-Not-Be-Named. Take that, Potter!

TOP CARDS

While he doesn't provide you a lesson like his housemaster, Professor Severus Snape, Draco Malfoy lets you use an action to pitch a card to selectively swipe any one card from your opponent's hand. Combine that power with two adventures—4 Privet Drive and Human Chess Game—that lock down your opponent and you'd might as well give Slytherin the House Cup.

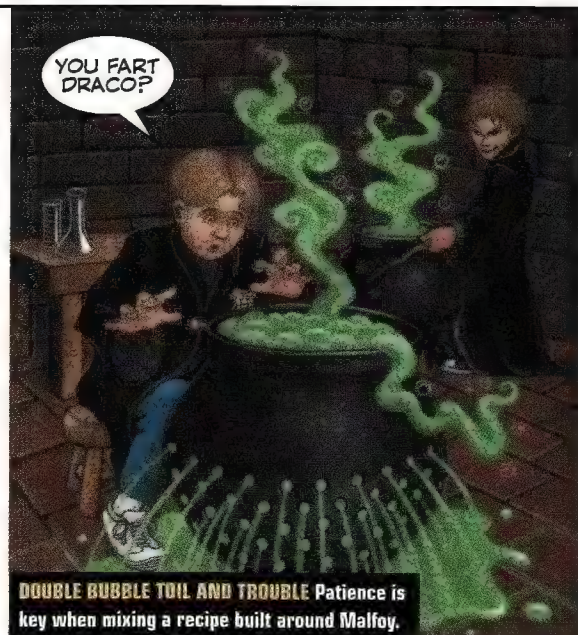
The remainder of the deck, when not being pitched, works to eliminate threats that hit the table, with a touch of healing for good measure. It's all at Malfoy's disposal.

HOW IT WINS

Depending on what they're playing, it beats opponents with impeccable patience or ruthless control. Against creature decks, Malfoy's ability is secondary to building up lessons. With 14 ways to nail creatures, even Norbert shouldn't pose much threat. Be patient. Your spells will take out the creatures; wait till you've built up a ton of lessons before beginning the discard game. Plus, you've got four Hospital Wings to let you recycle your key cards.

Facing a creatureless offering? Against heavy healing and spell-based decks is where Malfoy really shines. If your foe's playing green, you'll want to use Draco's discard ability at least once a turn. Hospital Wing, Elixir Of Life, Even Pomfrey's Pick-Me-Up and Boil Cure—if it heals, get rid of it. You can't stop Snape from firing off his ability, but you can minimize the extra damage you must do to your opponent in order to win. Remember, healing cards can't be recycled.

Against healing decks, use Malfoy's power even if it means chucking a direct-damage spell. Don't be disappointed to only find lessons in an opponent's



DOUBLE BUBBLE TOIL AND TROUBLE Patience is key when mixing a recipe built around Malfoy.

hand. Lesson destruction is a viable strategy in *Harry Potter*, and this deck can play it to perfection, especially since the best potions spells require a player to discard one or more lessons.

Ready for the kill? Slam an adventure onto the table. Human Chess Game's your clincher; save it till you've got control. Your other adventure, 4 Privet Drive, should be played immediately once a potions lesson lands across the table.

#1 CARD

Malfoy. With him in play, every card's a selected discard from your opponent's hand. Without him, sealing the deal with your adventures would be nigh-impossible.

Associate Editor Steve "Snitch Master" Frohnhofer always wears a house cup to protect his bludgers from beaters.

"Malfoy's Misadventures"

STARTING WIZARD

Draco Malfoy

CHARMS SPELLS

3 Bluebell Flames
3 Incendio
4 Toe Biter
4 Vermillious

POTIONS SPELLS

4 Hospital Wing

TRANSFIGURATION SPELLS

4 Cauldron To Sieve
4 Lost Notes

LESSONS

14 Charms
4 Potions
8 Transfiguration

ADVENTURES

4 4 Privet Drive
4 Human Chess Game



KillerDecks

Pokémon

by Danni R. Graham

"While the cat's away, the mice will play." This saying rang true at this year's East Coast Super Trainer Showdown, although there weren't many Persians or Pikachu. With the absence of many broken cards like Professor Oak and Sneasel, it was the mighty riptiding Feraligatr Level 69 which powered past many Slowking, Steelix, Blaine's Arcanine and Typhlosion decks, making the finals in every age division. In short, this deck kicked some serious puss-in-booty.

TOP CARDS

Feraligatr plays on a strategy of pure power. All you need is a Feraligatr in the active position with three Water Energy, and you can deal enough damage to destroy anything which stands in your way. To achieve this, you need to include card drawing engines such as Cleffa and Professor Elm. Finding those evolution cards takes some time, and it is unlikely that during these turns your opponent will be benignly waiting until you are ready to attack. In fact, he will most likely be doing everything possible to corrupt your strategy. But with cards like Double Gust and Brock's Mankey, you can get the jump on them. When you have a powered Feraligatr, send out Mankey to taunt a Slowking or a Steelix with no energy. Unless your opponent can pay that retreat cost, your Feraligatr can knock-out almost anything with riptide on your next turn.

HOW IT BEATS YOU

Feraligatr's pokémon power allows you to discard Water Energy cards from your hand before you attack. So you can riptide for huge amounts of damage and then shuffle the energy back into your deck. But that is only one knockout; to win, you need six. Now what?

You need to get that energy back in your discard pile. This is where cards such as Secret Mission and Misty's Wrath are effective, allowing you to discard Water Energy while keeping those valuable trainer cards in your hand. On the next turn, simply repeat these steps and—*voilà*—another knockout. After a few riptides, you end up with a discard pile full of trainers and a deck full of Water Energy. That means you can deal 10 damage every turn and



POKÉ PATROL This deck is all about doing the same damage over and over and over...

never deck yourself. This deck was meant for huge damage, so you need those trainers back. Trash Exchange is one of your most important cards, not only because it puts Water Energy in your discard pile, but also because it restores Misty's Wraths and Secret Missions to your deck. A few riptides later, you're on your way to winning the game.

#1 CARD

Focus Band. It gives you the chance to survive a riptide from another Feraligatr or a Firestorm from Blaine's Arcanine. The Focus Band flip can often be the deciding factor in games of Feraligatr versus Feraligatr.

When Danni Graham riptides, it's usually a result of the bean burritos he had for lunch.

"Turning the Tides"

POKÉMON

- 1 Brock's Mankey L10
- 3 Cleffa
- 4 Croconaw L41
- 3 Feraligatr L69
- 2 Magby
- 4 Totodile L20
- 2 Wooper

TRAINERS

- 4 Professor Elm

- 4 Misty's Wrath
- 3 Secret Mission
- 4 Trash Exchange
- 3 Focus Band
- 3 Double Gust
- 2 Nightly Garbage Run
- 2 The Rocket's Training Gym

ENERGY

- 16 Water Energy



DECK BUILDING

101

Color-Hosers by Steve Frohnhofer

A Verdant Force stomps across the table, only to be stopped in its tracks by a weenie that lives to tell the story. A measly 1/1 turns a 99/99 Serra Avatar into a wall, left to remain nearly useless at home. Morphlings fly headlong into 2/2s without claiming a victim.

How's it possible? The same way that you, with only a pile of cheap cards and a handful of inexpensive rares, can leave the Extended scene utterly hosed.

Step 1: Theme

If you're gonna hang with Stasis, Sligh, Oath and the like, you've gotta be able to handle both size and speed. It's not an easy chore for most decks, especially ones that don't pack a buttload of pricey rares.

The solution's easy, though. Just go to your sideboard before the match begins. That's right. All you need is a little protection—as in creatures with protection from a color or two and the means to change other permanents to those safe colors.

You may not believe it, but color-hosing can be a viable strategy, capable of much more than merely stopping Sligh in its monocolored boots.

Step 2: Colors

White touts most protection-from creatures that are worth anything, so that's easy enough. Color-hosing decks are all about control, so they're tailor made for some blue. An old version of this deck splashed black for Darkest Hour—an absolute killer if it hits the table. But for the sake of simplicity and rarity, leaving out black is not a problem.

Step 3: Creatures

Herein lies the crux of the deck. There's no shortage of top-notch, low-casting-cost creatures that make this puppy shine.

If your opponent starts cursing your mother when you play this deck, take it as a compliment. That's because Mother Of Runes, potentially the game's best one-drop, is your most valuable creature. Her ability to provide protection to any creature—including herself—is invaluable.

Tidal Visionary, the deck's blue one-drop, changes the color of another creature, helping the rest of your army do its thing.

Invasion's super-weenies, the Crimson and Obsidian Acolytes, grace the two-mana mark. Each has built-in protection that it is more than happy

the deck MOTHERS OF RUIN

ARTIFACTS

- 3 Distorting Lens
- 1 Phyrexian Splicer

BLUE CREATURES

- 4 Tidal Visionary

BLUE SPELLS

- 4 Arcane Denial
- 2 Forbid

WHITE CREATURES

- 2 Beloved Chaplain
- 4 Crimson Acolyte
- 4 Mother Of Runes
- 1 Northern Paladin
- 3 Obsidian Acolyte
- 1 Southern Paladin
- 4 Voice Of All

WHITE SPELLS

- 3 Disenchant
- 2 Story Circle

LANDS

- 4 Coastal Tower
- 6 Island
- 12 Plains

BLASTO-WHO? This killer deck shields you all comers, no matter their size.

HONOR ROLL

This truly is a deck without a single most valuable player. Each creature and spell provides powerful symmetry to guide you to victory. The key players:

to share with the rest of your army, for the small cost of one white mana per creature. On the surface, they only help against black and red, but as you may have guessed, even Verdant Force will be changing colors once this deck gets going.

But, just in case you're facing Blastoderm or can't change a critter's hue, there's two copies of *Odyssey's Beloved Chaplain*. The Chaplain's a steal at two mana, since he has the unique "protection from creatures" ability. All you've gotta do is keep the cheese away, and the Chaplain will stand tall.

All that protection's nice on the ground, but the deck needs an air force. Enter four copies of *Voice Of All*, which make sure you always have the right protection at hand. Take that Morphling.

Lastly, the deck includes one each of Northern and Southern Paladin. These are here for elimination, and are naturals if you own them. But, alas, they are rare, and can be replaced if need be. Just go with an extra Obsidian Acolyte or a couple more Beloved Chaplains if this is the case.

Got more resources? You can't go wrong with *Exodus' Paladin en-Vec*.

Step 4: Spells

In a nutshell, there's three things that can throw this deck into disarray: damage-dealing artifacts like *Masticore* and *Cursed Scroll*, creatures with trample that can break through your wall of color-hosers with their trample damage and shadow creatures.

Three Disenchants are maindecked to fend off nasty artifacts. The seldom-used *Phyrexian Splicer* exists to strip creatures of special abilities like shadow, trample, first-strike and flying for a turn—while providing the ability to one of your guys. More Splicers should be in your sideboard. A couple *Story Circles* provide even more insurance.

And, like any deck containing blue, this one's got a handful of countermagic. Since the deck doesn't carry much blue, this version goes with *Arcane Denial*—which requires just one blue mana and one other—over the standard *Counterspell*. Two *Forbids* round out the countering presence, giving you some recyclable control once your soft lock is set.

The final spell, *Distorting Lens*, is the deck's most valuable weapon. Remember that the Lens changes the color of any permanent, not just creatures. In concert with your Northern or Southern Paladin, the Lens lets you nuke a pesky enchantment, an annoying artifact or even a land if you really feel ruthless.

Step 5: Lands

Most of the deck's white, so goin' heavy on Plains is a given. Four Coastal Towers provide that extra versatility, and combined with six Islands provide the means to cast *Forbid*.

If you've got extra Adarkar Wastes or Tundras lying around, you're probably spoiled or have way too many good cards. Either way, go ahead and throw 'em in.

When playing, remember that you don't need much land on the table. Your most expensive spells cost four, and you only need a few white mana free to utilize your Paladins and let the Acolytes spread their love throughout your ranks.

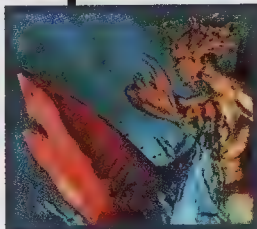
There's no greater feeling then bucking the trend and flattening opponents with a unique deck. Just remember, when you win, hold up your Mother Of Runes, and say "Yeah baby, my mom is good!"

Steve Frohnhoefer's mother... Oh, wait, we can't go there.



MOTHER OF RUNES:

Don't disobey your mother! She lets you fend off fatties until you find your main color-changers and hosers. Don't forget she can block, then tap to give herself protection from the attacker's color.



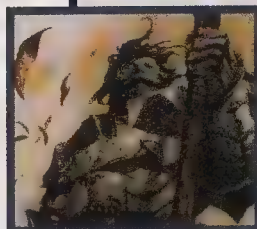
TIDAL VISIONARY:

Blue's lone creature in the deck serves a mighty purpose, turning other creatures red or black to let you block them with impunity or allowing you to destroy them with your Northern and Southern Paladins.



DISTORTING LENS:

At first glance, it seems just like Tidal Visionary. It's anything but. The Lens alters the color of any permanent, providing a means to nuke Cursed Scrolls, Masticores and even lands, if you ruthlessly choose to do so.



SOUTHERN PALADIN:

Look to the south, for there you will find the end of cheese. He and his Northern brother let you destroy any red or black permanent, respectively. Needless to say, they'll have a lot to clean up.



OBSIDIAN ACOLYTE:

He can't stop *Wrath Of God*, but coupled with your color-changers, he can save your creatures from most any other destruction, letting your army scoff at *Soul Burn* and step in front of most any fat attacker.



VOICE OF ALL:

Your game winner, hands-down. *Planeshift's* best flyer lets you choose its color of protection when it enters play, ensuring you'll never be stuck hosing the wrong color until you find a Lens or Tidal Visionary.



STORY CIRCLE:

Creatures with trample pose a real problem to this deck, but the Circle provides some needed extra insurance. Here's a hint: If you're playing against a green deck, don't think twice before calling green with it.

THEME DECK

Chance Encounter by the IQ Staff

What the luck?

That was our first reaction when poring over the *Odyssey* spoiler months ago and coming across Chance Encounter. Granted, 'tis better to be lucky than good—how else do you explain the Giants and Falcons landing in recent Super Bowls?—but c'mon, winning the game with nothing but 10 luck counters, generated by coin flips, on a wacky enchantment? Suddenly, even Coalition Victory looked playable. The one-star rating that followed was a natural.

But then it dawned on us; it sounds like one fun-ass deck.

Game of Chance

Playing Chance Encounter is all about luck, but fortunately not the type that keeps 99 percent of the gaming population hopelessly single.

That's not to say there aren't hurdles here, especially in keeping the dang enchantment on the table. There's more bouncing mechanisms in Standard than at a Women's NBA game, so you'd better win your flips in a flash.

In many cases, your Encounter will be a fleeting one, with a timespan less than the average Blink 182 song.

And there's always that percentage thing. You know, that theory you slept through in math class that says only half of one's flips should end up heads.

Flipped Off

If it's gonna be your lucky day, you need creatures that make you flip coins. Lots of coins. Introducing the deck's most valuable player, drumroll please, *Fallen Empires'* Orcish Captain!

One mana equals one coin flip with the Captain. So what if it'll take nothing short of divine intervention to keep him alive? It's not like he's worth the cardboard he's printed on anyhow. Besides, you've got four copies to flip through.

Speaking of multiple flips, Squee's Revenge gives you the opportunity to truly test your luck. Screw the cards you can earn: just name 10 and hope the sun'll shine on your dog's ass for once.

the deck LUCK OF THE ORCISH

BLUE CREATURES

4 Wall Of Tears

BLUE SPELLS

4 Counterspell
4 Fact Or Fiction
4 Foil

GOLD CREATURES

3 Frenetic Efreet

GOLD SPELLS

1 Squee's Revenge

RED CREATURES

2 Chaotic Goo
4 Mogg Assassin
4 Orcish Captain
1 Scoria Wurm

RED SPELLS

3 Chance Encounter
2 Earthquake

LANDS

12 Island
12 Mountain

LUCKY STRIKES With this deck, it's "heads you win, tails your foe loses."

ALTERNATE REALITY

Flip of Fortune

Don't fool yourself. Once your opponent's through laughing that you actually played Orcish Captain, he ain't going to wait around to see if your crap-full concoction actually works. You've got to deal with threats, while making sure to get at least one coin flip out of most anything that pops onto the table.

Enter the next dog of war: the mighty—that's mighty bad—Mogg Assassin. This loaf taps to let you flip a coin—that's the good part. If you win the flip, you destroy an opponent's creature of your choice. Lose, and it's curtains for one of your guys. Or is it?

Frenetic Fits

The deck's best creature, Frenetic Efreet, is a tourney-worthy force to be reckoned with. If the Efreet's about to buy the fecal farm, you get, guess what, a coin flip. Win it, and the Efreet phases out. Guess wrong and, well, he was taking the dirt nap anyhow.

Best of all, the Efreet's a 2/1 flyer. That, combined with the fact nobody wants to waste spells on him to begin with, means he can win you games the old-fashioned, deal-20-damage-to-your-opponent way. Not bad for a friggin' coin-flip card.

Goopy Goodness

You know what they say: When the goo hits the table, it's time to run. Or something like that. Innuendoes aside, however, Chaotic Goo creates a potential monster mess for your opponent. A 3/3 to start, the Goo either gets or loses a +1/+1 counter on your upkeep if you flip a coin.

If a little Goo ain't enough to get your opponent all sticky, Scoria Wurm oughta do the trick. A 7/7 for five mana's nothing to scoff at, even if it could bounce itself back to your hand each upkeep should you lose a coin flip.

Don't have the big Wurm or any Goo? Sounds like a personal problem. No, they're both rare and can be substituted out.

Tears of Joy

Okay, okay, you want a creature that will remain in play. How 'bout Wall Of Tears? Don't laugh, this ain't the average, sit-back-and-rot pile of wall. Quite the contrary—it bounces anything it blocks back to its owner's hand. Nothing short of a 4/4's gonna threaten this thing, especially in the early game when your foe's building up mana.

Panic not, friend. Walls aren't the only defense in the deck. We admit it, every deck needs its share of cheese, and this baby's packin' countermagic. Four Counterspells and four Foils force Chance Encounter into play and help keep it there. Two Earthquakes clear the board and buy time.

Making Book

Oh, if *Unglued* were tourney legal. No shortage of kick-ass coin flip cards in that set. Goblin Bookie, the 1/1 that allows you to reflip a coin or reroll a die, is all about this deck. So too is Flock Of Rabid Sheep, a potential windfall of coin flips and, with a little luck, a buttload of 2/2 sheep tokens to boot. That's enough wool to keep a cold draft and some opposing creatures away from your good-luck streak.

Lucky Strike

Ready to change your luck? Don't be shy. Step right up for an encounter neither you nor your opponent will soon forget. Experience a rush of fortune, all without the humiliation of rejection. Heck, we've done all the work for you, so get out there, make your daddy proud, and get lucky already dammit!

The IQ Gamer staff "got lucky" once. And that's not even counting the time the Ho-Ho machine was left unlocked.

Gambling was invented around the time cavemen began wagering on dinosaur rodeos. Since then, hucksters have come up with many innovative ways to sucker people out of their money using games of chance. Here are five of the most popular schemes and the odds of winning big after only one "play."



CRAPS This game was named before anyone considered marketing or brand management. That, or it used to be an entirely different game, perhaps one involving the throwing of animal dung. Odds for the dice version: 36 to 1.

POWERBALL: Also called the gullibility tax, Powerball is tailor-made for Americans, requiring zero effort. You just give some guy at a gas station \$1 and you get a slip of paper with six numbers. Match all six and you're chillin' on your patio with Bill Gates and Madonna. Odds: 76 million to 1.

RUSSIAN ROULETTE The multi-player game of random head wounds. We don't recommend it, but if you gotta play, remember: 1. Never go first. 2. If you're number six and everyone else is still alive, use the gun to shoot the guy guarding the door and haul ass. Odds: Usually 1 in 6.

THREE-CARD MONTE Three cards are put in front of you; all you gotta do is pick the one red card. Problem is, the dealer has palmed the red card he initially showed you and switched it with a black card. Odds: Theoretically 1 in 3. Reality: you have no chance.

SLOTS The best scam ever. People throw money into a machine because it says right on the machine that they can win more money. People actually fall for this. Odds: no one really knows.

STUMPERS

ANSWERING MAGIC'S MOST CONFUSING QUESTIONS

STUMPER OF THE MONTH



DIVINE INTERVENTION Not even Tattoo Ward stops Divine Sacrament from spreadin' its love.

Q: I attack with my Wild Mongrel and activate its ability to give it +1/+1 and make it black. My opponent controls a Circle Of Protection: Green and wants to respond by using it on my Mongrel. Is this legal?

A: Your opponent is allowed to activate the Circle Of Protection and choose the Mongrel. However, since the Mongrel isn't green when it deals damage, the prevention shield won't work and the Mongrel deals its damage anyway.

Q: I control a white creature enchanted by Tattoo Ward. Will my creature be able to benefit from Divine Sacrament?

A: Yes. Protection from enchantments doesn't prevent non-targeted effects such as the bonus produced by Divine Sacrament.

Q: My opponent controls a 3/3 creature and an Aegis Of Honor. If I play Blazing Salvo on the creature, can my opponent redirect the five damage to me instead?

A: Yes. Your opponent is allowed to choose the self-damaging option for Blazing Salvo, even in combination with prevention or redirection effects.

Q: I cast Master Apothecary. Once it comes into play, can I immediately tap

it to prevent two damage, or do I need to wait until my next turn?

A: You can use it immediately. Because the Apothecary ability doesn't use the tap symbol, you're allowed to use it even if the Apothecary hasn't been under your control since the start of your most recent turn. And if you play more Clerics, you'll also be able to tap them using the Apothecary starting the turn they come into play.

Q: My opponent wants to play a land. Can I respond by using Pardic Miner to prevent the land from being played?

A: No. You can't respond to a land being played, and even if you could, sacrificing the Miner wouldn't prevent the land from coming into play. The best times to sac the Miner are during your opponent's upkeep, during combat or in response to a spell that would kill it.

Q: How does Earnest Fellowship interact with artifact creatures and animated lands?

A: Most artifact creatures and animated lands don't have a color, so the Earnest Fellowship doesn't give them any protection abilities.

Q: Once I'm at threshold, is my Wayward Angel black and white or just black?

A: The threshold ability overrides the nor-

BY COLLIN JACKSON

mal color of the Angel, making it completely black.

Q: My opponent casts Liquid Fire on my 2/2 creature. Can I save the creature using Healing Salve?

A: Not really. The damage from Liquid Fire is divided up on resolution, so your opponent doesn't have to decide how much to assign to the 2/2 creature until after you've played your Healing Salve. At that point your opponent will probably assign all five damage to the 2/2 creature, causing it to die anyway.

Q: I'm at 1 life, and my opponent is at 2 life. Can I draw the game using Screams Of The Damned?

A: No. The damage from Screams Of The Damned is dealt one point at a time. If you activate the Screams twice in a row, you'll be at zero life after the first activation resolves. At that point, you'll lose immediately and the game ends before the second activation gets a chance to kill off your opponent.

Q: My opponent plays a flashback spell from the graveyard, but I counter it using Counterspell. What happens?

A: The flashback spell is removed from the game.

Q: My opponent uses flashback to play Roar Of The Wurm from the graveyard. Can I counter the spell with Prohibit?

A: No. Prohibit looks at the converted mana cost of the spell, which means that it looks in the upper right hand corner of the card and adds up the mana symbols. Additional or alternate costs, such as flashback, aren't included in this calculation. Even though your opponent paid only four mana for the

Roar Of The Wurm, Prohibit can't counter it because it has a converted mana cost of seven.

Q: Can flashback costs be affected by cost reducers, such as Nightscape Familiar or Sapphire Medallion?

A: Yes. Flashback costs replace the normal cost of the spell, but cost reducers are allowed to affect this modified cost.

Q: I control Karmic Justice and my opponent plays Tremble. Can I destroy one of my opponent's permanents?

A: No. Tremble doesn't destroy lands; it forces players to sacrifice them. The terms "sacrifice" and "destroy" aren't the same. Since your land wasn't destroyed, the Karmic Justice doesn't trigger.

Q: What happens if I play Aura Graft on my opponent's Bloodfire Infusion?

A: The two abilities of Aura Graft were supposed to be in the opposite order, and the card has received errata to fix the problem. Under the old text, first you would attempt to move the Infusion and fail because it can't enchant any of your creatures. Then you would gain control of the Infusion, which would promptly be sent to the graveyard because it's not enchanting a permanent you control. With the corrected text, the card works much more sensibly. First you gain control of the Bloodfire Infusion, and then you are allowed to move it onto one of your creatures.

The IQ Gamer staff has begged Collin Jackson to issue errata on Patrol Hound's flavor text. The words "wuv muffin" should not appear on any Magic card. Ever.

what the???

MAGIC PLAYS THAT CAN'T POSSIBLY EXIST, BUT DO!



You've got a Lich in play and plenty of mana, but your hand is empty and your opponent is beating you down with creatures. You take a deep breath, knock the top of your deck, and draw... another Lich. Not exactly a clutch pull, huh? Actually, the second Lich is far from redundant in this situation. Once the first Lich was in play, every damage that you took caused you to lose both a permanent and a life—forcing your life total deeply into the negative.

When the second Lich hits the table it attempts to reset your life to zero, but because zero is actually greater than your current life total, this translates into gaining life. Both Liches want to replace this life-gain and one of them will succeed in turning each of those "irrelevant" life points—the cards you've lost since playing the first Lich—into cards in your hand. But be careful: now you'll sacrifice twice as many permanents when you take damage!

Have a gaming question that's leaving you up in the well? Just drop us a line, and we'll calm your nerves. E-mail us at: Stumpers@iqgamer.com or write to:

"STUMPERS" c/o INQUEST GAMER
151 WELLS AVE.
CONGERS, NY 10920

Include your full name, mailing address, and a social address if you have one.



BLACK OR WHITE? Wayward Angel's color can change as often as many Magic card rulings.

plugged in

Blizzard of "Ahs" by Steve Frohnhoefer

WORLD OF WARCRAFT MMO ANNOUNCED

As if waiting for *Warcraft III: Reign of Chaos* wasn't torture enough.

Now, fans of Blizzard's orcs-vs.-humans RPG battle sensation have a full-scale, kick-ass massively multiplayer title over which to drool over in anticipation. *World of Warcraft*'s the name, and Blizzard announced the future release at September's European Computer Trade Show in London.

No date's set for the game's release. After all, even *Warcraft III*'s release date is somewhat up in the air, and *World of Warcraft* is set four years after *Warcraft III*, in an era where tension has settled over the ravaged world of Azeroth.

The game dawns with the land's races—which include a new, bull-like species—rebuilding their shattered domains as a

new plague dawns.

A preview movie for the game shows off a brand-new 3-D engine that produces extraordinarily lush terrain, bulky, highly detailed characters wielding oversized battle axes, swords and shields and an option between first- and third-person viewing perspective.

Fight sequences are every bit as complex and eye-popping as one would expect from the makers of *Starcraft* and *Diablo II*. Yet, as with *Diablo*, Blizzard's promising an easy-to-use interface that makes battle and other game interaction refreshingly simple.

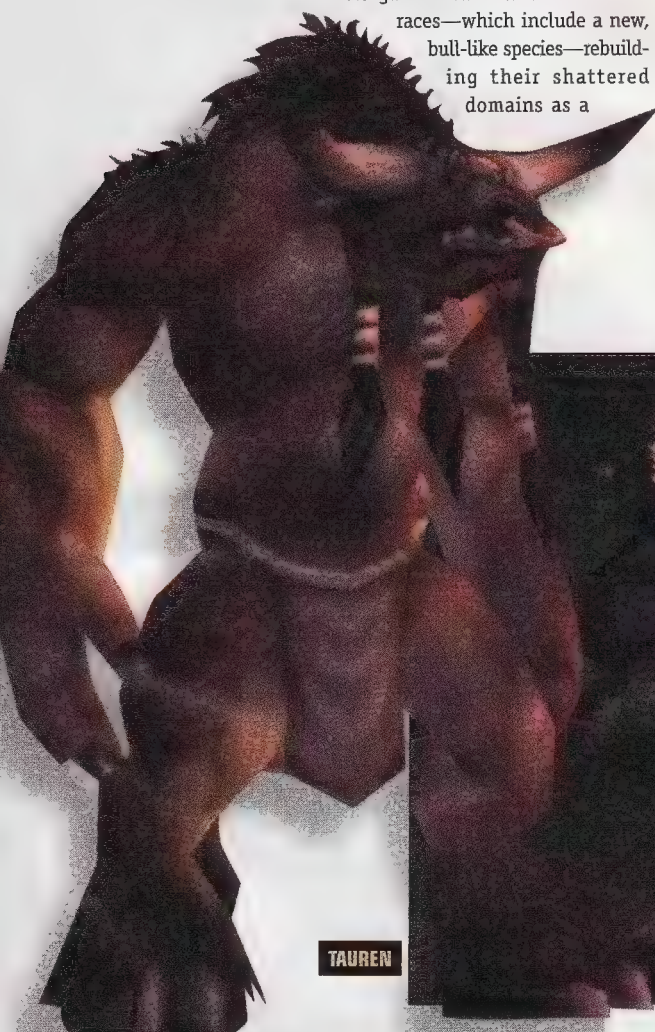
Some other nifty items from the *World of Warcraft* grapevine:

THE TAUREN Those wanting a new look will dig the Tauren. As the name suggests, these are huge bull-like creatures—a mighty race of nomadic tribesmen who frequent grassy plains. They're generally peace-loving hunters, threatened only by marauding centaur herds.

More races will no doubt appear, with *Warcraft III*'s night elves and undead possibly among them.

Classes available to players haven't been announced. Blizzard is saying, though, that typical classes from the *Warcraft* series will be available, as will some new ones, custom-made for the MMO.

PLAYER-VS.-PLAYER COMBAT It's the boon or bane of any MMO, depending on your point of view. It's also one of the only game elements Blizzard's talking about. Said Public Relations Coordinator Beau Yarbrough: "We are designing *World of Warcraft* to have



TAUREN

NO STONE UNTURNED *World of Warcraft*'s graphics detail even the smallest leaf.

PVP in it as a standard part of the game. However, we're setting it up in such a way that those who don't wish to play PVP won't have it forced upon them."

LEVEL-UPS Blizzard plans to incorporate both skill- and level-based advancement into *World of Warcraft*. This means players will gain levels and abilities based on their class throughout the game. That's not all, though. According to Blizzard: "Players will also be able to acquire additional skills through other gameplay methods such as seeking mentors or by completing quests."

SPELLS Many spells familiar from *Warcraft II*, and presumably those added in *Warcraft III*, will be accessible. New badass magic also can be expected.

DEATH "When a player dies in *World of Warcraft*, they will reappear with all their equipment at special locations throughout the world. Players will suffer some penalty from death, but not enough to ruin their gameplay experience," Blizzard said.

OTHER TIDBITS Although Blizzard wouldn't confirm more about the game, rumors run rampant about several other goodies. They include spells that require multiple casters to use and non-combat abilities of each class that are shared by all members of a group. In other words, if your spellcaster is traveling with a paladin, you would gain access to some specific paladin ability.

WARCRAFT III

Need a refresher course on the upcoming *Warcraft III: Reign of Chaos*, to whet your palate as you wait? Here's the quick-and-dirty on that title.

- Two new races: night elves and the Scourge. The night elves are a nocturnal clan of immortal magicians. Rumor has it they've refused to use their magical prowess since their homeland was ravaged, but you never know. Still, they remain just. The undead Scourge, on the other hand, know no bounds. Their disembodied corpses and spirits are ruled by the Lich King, who desires nothing more than to unearth plague and mind-control on all of Azeroth's beings.

- Heroes will be added to the game. These are super-powerful battle units that utilize unique skills and spells, and employ auras that affect nearby troops when they head into battle.

- A campaign editor will exist, to let players create their own 3-D maps and missions. Easy-to-use scripts for units, spells and event triggers will have you running your own world of *Warcraft* in no time.

- Expanded multiplayer action offers cooperative play and questing for players as they prepare for the big MMO.



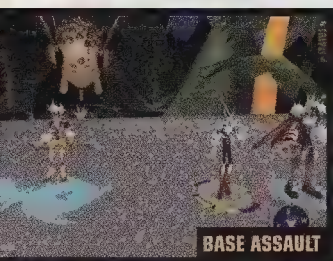
BEACON OF HOPE Kickass fighter babes stand tall to save Azeroth.



SCOURGE

THE BETA QUADRANT

PREVIEWING: *Fighting Legends Online*



strange character design, a colorful 3-D world, and in-depth strategic roleplaying action.

EXILE IN EXISLE

Set in the mystical world of Exisle, *Fighting Legends* places you in an alien landscape where the final remnants of an ancient civilization battle it out for supremacy. Exisle is home to myriad creatures you've never seen before.

Sure, clans include familiar elves, wee people, humans and dragons, but then there's the undead Bones, bio-mechanical BioMechas, the BearKats, the monklike Rin and fire demons: the Pyron Clan. Sure beats the hell out of playing a ranger for the umpteenth time.

Each clan has classes made up of five basic unit types: Melee, missile, MPOW (spell casting), technique, and movement. Technique centers around both fighting and healing skills, while movement enables a unit to be proficient in scouting and reconnaissance.



You start out with your immortal avatar, but as you progress, you'll be able to create a base and trade and recruit new units. You can have up to 16 units in a tribe, and as your individual tribe members survive battles, you can give them immortal hero status. This makes the unit able to lead its own units, thus letting your tribe increase in number.

Like most real-time strategy games, the base plays an important role. You need to create specific types of huts to create certain units. However, to create huts, you need resources, which are earned in combat. When you kill another creature, it drops a chest, usually containing magical gems and other types of valuable supplies. Get enough gems and you can afford bigger bases. New skills and abilities are bought in *Fighting Legends*, so the more you fight, the more you earn.

As you move through the planes of Exisle, you'll be asked to complete quests. Alliances can help your own clan thrive and survive not only against other players, but some very imposing AI-controlled monsters.

A FIGHTING CHANCE

With its original look and theme, along with deep and complex gameplay, *Fighting Legends* is definitely worth a look for any online gamer looking for something new. It's quirky, involving and remarkably clean—even the beta proved stable and crash-free. ■ Jason D'Aprile

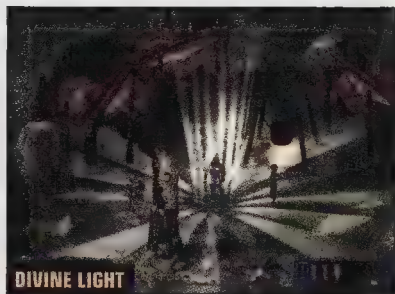
Pool Party

D&D: THIRD EDITION ALIVE ON PC

It's time for another dip in the pool, RPGers. So c'mon in; the water's fine.

Thanks to UbiSoft, the Forgotten Realms of PC roleplaying have resurfaced in *Pool of Radiance: Ruins of Myth Drannor*, and *Third Edition: Dungeons & Dragons* rules await those who dare attempt to stem the evil magic leaking forth from the depths.

There are some surprises in store this time around, most notably the lack of dice rolling when generating character stats and the fact that you can't choose skills for some reason.



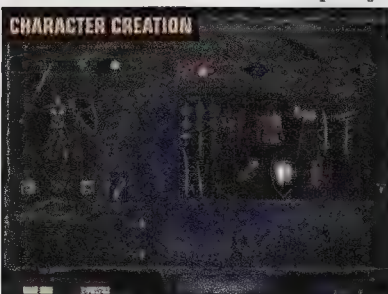
Instead, all abilities start at 8, and you have 25 points to divvy up between them. Adding to the challenge of creating a well-rounded character is the fact that higher scores cost more points. For example, a move from a score of 14 to 15 costs two points instead of one.

The reasoning behind this rather stringent system is to prevent players from making a group of super characters. Instead, the goal is to force you to create a party of up to four balanced adventurers. Although diehard RPG fans might be disappointed at certain class omissions—such as the wizard—most players will find the choices to be more than ample. At your disposal are the barbarian, cleric, fighter, monk, paladin, ranger, rogue and sorcerer.

Once your party is ready to go, the game moves to a familiar overhead isometric view, similar to that of *Baldur's Gate*. The biggest difference between *Pool of Radiance* and its D&D-based competition is the use of turn-based combat. After initiative is determined, each combatant has a limited amount of time to decide his move for that turn. This system ensures that players can get the tactical aspects of turn-based play, without letting combat become tediously bogged down.

Rounding out the game is the option to take on the adventure over a LAN or the Internet with up to five other players. Although the main world map remains the same in multiplayer mode, dungeons are created randomly each time a new game is started. Monsters and treasures also are randomly chosen and placed in these multiplayer dungeons, so you never know what your party might come up against.

All in all, *Ruins of Myth Drannor* is a hack-and-slasher, but still an RPG. It also catches the spirit of the *Gold Box* set remarkably well. RPG fans in the know who give the game a chance and don't have bug problems—some people have experienced difficulty, but the game ran fine for me—are finding it to be a very nicely done RPG, with a far more tactical quality than the *Baldur's Gate*



series. It's certainly not as good on the whole as BioWare's games, but still a decent title. So go ahead and jump in. We'll save a dinghy for ya.

■ Jason D'Aprile

Wingardium Leviosa!

HARRY POTTER TO MYSTIFY CONSOLE WORLD

Can a video game capture the magic of arguably the world's hottest licensed property?

Console owners will find out this holiday season, when Electronic Arts brings Hogwarts alive on the GameBoy, GameBoy Advance and PlayStation systems. It's *Harry Potter and the Sorcerers' Stone* and it's the first in what EA hopes will be a long series of Potter-based e-titles.

The initial titles are geared for an eight to 12-year-old audience, but then again so are the books, and that hasn't stopped you, me and everyone's mother from picking them up. More advanced versions for the Xbox, GameCube and PlayStation2 are slated for 2002, EA has said.

Unfortunately for computer gaming fans, a planned title for the PC recently was scrapped by EA, at least for the time being. Hopefully, plans for that game, and a future massively multiplayer Harry Potter title—hinted at during May's Electronic Entertainment Expo—will get back on the Hogwarts Express.

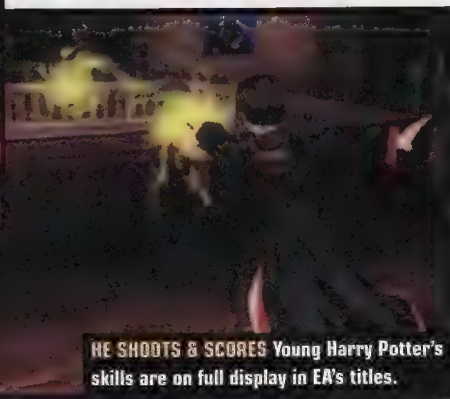
Much of what the games will entail is secret. But here's some of what our delivery owls brought home.

- Per author J.K. Rowling's insistence, Harry will not die in the games. So don't expect a *Tomb Raider*-style shooter.
- Similarly, Harry won't be killing anything. This is a puzzle-based game, where Harry will need to conjure up everything he

learns in his myriad lessons at Hogwarts—even dungbombs and the like.

- The games will remain true to the novels. You'll visit Diagon Alley to buy books and supplies, learn how to fly your broom and take to the Quidditch pitch and unravel the mysteries entailed in the first novel.

- A third-person view is planned for the game, in which Harry will encounter plenty of familiar faces. Hermione, Hedwig, Ron, Dumbledore and Hagrid will help the neophyte wizard on his way, while villains including Draco Malfoy and Lord Vold... er, "He-Who-Must-Not-Be-Named" should be present. Even secondary characters from the novels appear. EA's demo at E³ showed the Weasley twins, Fred and George, opening a secret passageway for young Harry. ■ Andrew S. Bub



HE SHOOTS & SCORES Young Harry Potter's skills are on full display in EA's titles.

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On-the-line Gaming

CELL PHONES BECOMING GAMING MACHINES

One gaming fad from Japan requires you to have a deck, a friend and an affinity for cute pseudo-animals that like to fight. The next big craze in the Land of the Rising Sun requires just one thing: a web-enabled cell phone.

That's right. Prepare for America's newest console. Los Angeles-based JAMDAT Mobile is sure its lineup of cell-phone games will eventually be popular here. More than 10 million minutes have been logged playing their games, which cover a wide range of genres.

Gladiator II is JAMDAT's most popular game, where players dial into a server, "roll up" a warrior, pick a weapon type and go to the arena to fight other would-be heroes. While the combat system is simple and the graphics are nothing—you're on a cell phone, after all—warriors advance in level, increase skills and are saved from game to game.

JAMDAT Golf allows mobile duffers to compete for the lowest score against other players from around the country. With three courses of varying difficulty, five play modes, realistic shot physics and a robust club selection, the title does a good job of bringing golf competition to the mobile phone. Another popular sports game is *Home Run Derby*, where customized batters compete to see who can hit the most home runs in a row. The best part about these games is the cost—no charge at all beyond regular cell phone prices. All you do is log onto (www.jamdat.com) from a web-enabled mobile phone and play whenever you want. You can even download a free emulator to play on your computer.

■ Rick Mascarello



CELL SAGA Phone games give new meaning to roaming areas.

E-GAMING TIDBITS MADE TO ORDER

GAMECUBE: Nintendo pushed the GameCube's release back to Nov. 18, to ensure enough systems and games would be in stock for the holidays. **XBOX:** Meanwhile, Microsoft's Xbox now isn't due out till Nov. 15—a one-week delay.



FINAL FANTASY X

EVERQUEST: You no longer need a credit card to pay for *EverQuest*. Sony's now selling in computer stores cards for prepaid game time.

PHANTASY STAR ONLINE: Sega will release old Dream-

cast faves *Sonic Adventure 2* and *Phantasy Star Online* for the GameCube.

FINAL FANTASY X: It's coming! It's coming! *Final Fantasy X* will wash ashore in the U.S. in January. It's for the PlayStation 2.

ELEMENTAL SAGA: Nexon's *Elemental Saga* now has two servers to accommodate different roleplaying styles. Player-vs.-player combat is allowed on the "Lucifer" server and forbidden on the "Michael" server.

FANTASTIC FOUR: Activision has acquired the PC and console rights to Marvel Comics' *Fantastic Four* and *Iron Man*.

MIDGARD: Funcom, the guys who bring us *Anarchy Online*, plan an MMO based on Norse mythology. The game's called *Midgard*. No release date has been set.

SAY IT ISN'T SO: In case you care, and we hope you don't: THQ will release a Britney Spears video game.

IN MEMORIAM: Plenty of video games have been delayed and/or altered due to the tragedies of Sept. 11. Microsoft's *Flight Simulator* for the PC and PlayStation 2 games including *Spider-Man 2: Enter Electro* and *Metal Gear Solid 2: Sons of Liberty* are among those that had featured the World Trade Center.



ELEMENTAL SAGA

TOP5...

...ART OF MAGIC CHARACTERS

The "Magic & Mayhem" series is about to return. Are you ready?

Best of all, Bethesda Softworks' *Magic & Mayhem: The Art of Magic*, takes its combat system largely from *Magic: The Gathering*, earning the PC title the endorsement of Wizards of the Coast.

Sure, there's no Serra to drool over and Juzam to beat the pulp out of enemies with, but plenty of totally kickass characters are at your disposal—even some sweet elven chicks! Here's a sneak peek of some of the most powerful monsters, both good and evil, that you can summon, control and try to take down if you dare.



NECROMAGUS

Ruler of the lands of Chaos and one badass dude, he summons forth undead forces and other sinister magic to obliterate all that is good and neutral.



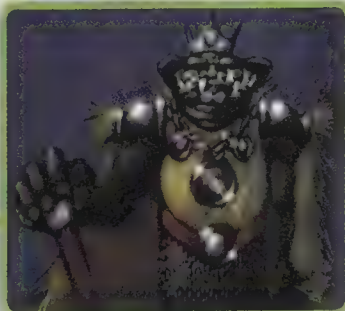
MOUNTAIN GIANT

Consider it a victory to escape him with a skull fracture or missing limb. The Chief Mountain Giant deals more damage in one blow than any creature in the game.



VEX

For some reason, she's been out-cast from the ranks of elves. Sign us up as this babe's ally! Her ranged attacks are powerful, and her legendary bow and other "equipment," enchanting.



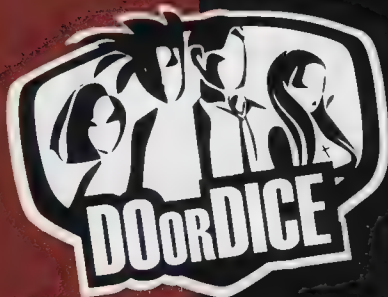
ORGON

A most unlikely ally, this ain't no stoopid troll. His spiked mace is rumored to summon lightning on foes it hits. He also shares his iron skin with allies, making them nigh-invulnerable.



VAMPIRE LORD

Beware, adventures, for looks are indeed deceiving. This chaos lord's no doofus; he'll rip the life out of your ranks, then recruit the dead to his side to finish you off.



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MAJESTIC BRINGS DETECTIVE WORK TO LIFE

The lines are blurring.

My AOL Instant Messenger was flooded with chat notes the other morning, coming from a mix of others like me and strange shady characters that appear to have been ripped straight out of "The X-Files" and left to flounder on the Internet. News article links that can't be real merge with links on Amazon.com and other real sites, all in a quest for knowledge.

And there's the phone. They call me, and sometimes in order to find out more, I've had to call them. I'm not too happy about that.

The world spun by Electronic Arts' *Majestic*—the mystery-solving reality Internet game, if you will—is easily one of the most distinctive and creative ever seen in the realm of interactive entertainment.

In a nutshell, the game's first episode tasked me and thousands of others to delve into a less-than-accidental explosion at a game developer's studio, an event that resulted in the death of one of the studio's founders.

Yes, it's a game, and you know it's only a game, but there are times when it's hard to tell the difference between the game's reality and your own. Links from the game travel to real sites, and everything is steeped in a sense of urgency and conspiracy.

Phone Home

Majestic's most intriguing and confusing facet is the way it smoothly juxtaposes the reality of playing a game with the fiction of playing one. In *Majestic*, you simply play yourself playing the game; that's both the hook and the game. I signed up, downloaded the small interface program and sat through the usual introductory spiel. And then it began...

The phone rang. On the line was a moody and urgent sounding man telling me that *Majestic* is more than a game, that lives are at stake, and somehow, I am the only hope.

You're Not Alone

You don't need to interact with the other players, but they are there to chat with and help each other along. Your AOL Instant Messenger will offer up a mix of real players and *Majestic* characters who contact you now and then with plot-device notes.

There's also the option to receive faxes, although I didn't partake in that option, instead receiving notices online. You also don't have to be called at work or at home, if you so prefer. All calls related to the game are prefaced with a recording saying it is part of the game.

Follow My Lead

Majestic's tiny interface always is accessible, but it sits quietly in your task bar until activated. One click opens up a world of mystery, intrigue, murder, and enough Internet-based research to make gamers think they really are trying to solve a case. The links and news reports thrown at you by the game usually contain vague clues.

One clue leads you to another. For instance, you read a news article about a scientist working on a secret mind-control project. Then you search for the name of the project and the scientist, and you find a slew of top-secret looking military and paranoia-induced conspiracy theorist sites to read through. And it just gets better—and more complex—from there.

Majestic's website is the hub of all this amateur detective work, and the homepage will instantly let you know if there are news articles you should see or new links to pursue.

Aside from just browsing various websites, which range from fictitious personal homepages to pseudo-government sites, you'll receive video and audio clips of conversations—like one of the deceased saying he's being followed and is afraid to leave the building—"televised" news stories, and other plot movers.

Take the Case

Be warned: *Majestic* is a needy game. If you let things go for too long, it becomes nearly impossible to stay hot on the trail or pick up where you left off. Nonetheless, *Majestic* takes classic adventure gaming and kicks it up a notch. If you're willing to accept some odd phone calls and the like, it's certainly one case you want to jump into. ■ Jason D'Aprile



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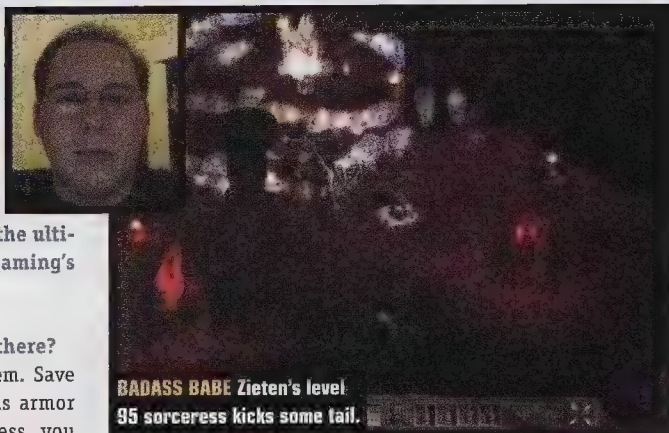
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BATTLE LORD

MEET ONLINE'S DEADLIEST PLAYERS

NAME: Jon Zieten
GAME: *Diablo II*
CHARACTER: Aerfelle
CLASS: Sorceress
RACE/TYPE: Human Female
LEVEL: 95



Diablo II players are addicts; getting to level 99 is the ultimate goal. Here's some help in getting started in gaming's ultimate ragfest.

What advice do you have for all the newbies out there?
 "Don't spend all your credits as soon as you get them. Save them up for your bigger, stronger spells. As far as armor goes, you don't want big, heavy armor as a sorceress, you want something that's easy to wear that will add to your mana or your resistances. The best weapon/armor set for a sorceress to have is Tal Rasha's Wrappings. Nothing better in my opinion."

How 'bout items?

"Every sorc has gotta have at least one Stone Of Jordan and any staff or orb that adds a +2 to skills. A popular item is a rune staff called 'Memory'."

BADASS BABE Zieten's level 95 sorceress kicks some tail.

Ah, who are we kidding? Spells are what make a sorcerer. What do you fire off?

"My favorite spell would have to be Fire Wall. Nothing is better than casting a single spell that creates a wall of fire that spans the entire screen and watching creatures die almost instantly! Fire Wall destroys most of my opponents in one casting. If there happens to be a few left over, a shot or two of Chain Lightning makes quick work of them, with Thunder Storm picking off anything that happens to survive."

SITESEEING

THU NOV1 1611 Shakespeare's "The Tempest" premiered. Relive <i>Magic's Tempest</i> expansion at www.wizards.com/Magic/expert/Tempest/Tempest.asp	FRI 2 "The One," starring Jet Li, premieres. Find out more at www.netasia.net/users/sgc_wdi/Index.htm .	SAT 3 1959 Dolph Lundgren ("The Punisher") born. Check out the Punisher's war journal at jump.to/punisherwarpage .	SUN 4 1862 Richard Gatling patented the gatling gun. Use it in <i>Quake II & III</i> . Don't own 'em yet? Download the demos at www.planetquake.com .
MON 5 1935 Parker Brothers launched <i>Monopoly</i> . Try super-powered alternate <i>Monopoly</i> rules at www.cs.jhu.edu/~weiss/powers-monop.html .	TUE 6 1914 Jonathan Harris ("Lost in Space") born. Help Dr. Smith insult the robot at members.ozemail.com.au/~artyzac/htmls/smith.html .	WED 7 1932 First broadcast of "Buck Rogers" on CBS radio. Read all about it at www.buck-rogers.com .	THU 8 1895 X-rays discovered. Could "X: The Man With the X-Ray Eyes" be the next Tim Burton film? www.corona.bc.ca/films/details/x-rayeyes.html
FRI 9 1983 Amsterdam brewer Freddie Heineken kidnapped. That reminds us of the greatest beverage of 'em all. www.mountaindew.com	SAT 10 1969 "Sesame Street" premiered on PBS-TV. Investigate a muppet criminal mastermind at www.portalofoevil.com/bertisevil .	SUN 11 1923 Eternal flame lit for Tomb of Unknown Soldier. Follow the comic book character, The Unknown Soldier; at www.geocities.com/the_time_trust_2000/dcwar/unknown.htm .	MON 12 1910 First movie stunt filmed, as a man jumps from a burning balloon into the Hudson River. Watch the ultimate stuntman at www.jackiechan.com/multimedia/videos .
TUE 13 <i>Metal Gear Solid II</i> due out for PlayStation 2. Need a refresher of the first <i>Metal Gear Solid</i> ? gamespot.com	WED 14 1910 The first airplane flight from the deck of a ship. See the evolution of American air and sea power at www.intrepidmuseum.com .	THU 15 1932 Walt Disney Art School founded. Enroll at Disney University today. disneygo.com/disneycareers	FRI 16 Harry Potter makes his big-screen debut. Master the CCG, then head to the theater. www.wizards.com/harrypotter

BioWare sues publisher

NEVERWINTER NIGHTS NOT AFFECTED

Despite a lawsuit against the game's intended publisher, BioWare still plans to release *Neverwinter Nights* this winter. "Neverwinter Nights is shaping up nicely, and *Star Wars: Knights of the Old Republic*—a joint project with LucasArts—is also progressing according to plan," BioWare Communications Manager Brad Grier said. "As for *NWN*'s ship date: it's unchanged. We're working toward winter."

The potential turmoil surrounding *Neverwinter*, BioWare's *Dungeons & Dragons*-based massively multiplayer online game, comes after the Canadian company sued its publisher, Interplay Entertainment Corp., for two alleged

breaches of contract.

The move is relevant to gamers because Interplay, which published BioWare's wildly popular *Baldur's Gate* titles, was slated to publish *Neverwinter Nights*.

It's unclear whether the companies still will work together now. Grier said he couldn't comment further, citing legal restrictions.

■ Steve Frohnhoefer

RETROREWIND

DUSTING OFF A VIDEO GAME CLASSIC

JOUST

This one doesn't lay an egg.

In some kind of futuristic 3-D arena, equipped with floating platforms and a scorching lava pit, you take to the skies in the joust of your life with, uh, um, a flying ostrich.

A flapping ostrich might not sound fearsome, but few earlier video games beat *Joust*'s thrills and spills through the air. Swoop down and collect eggs for points while playing chicken with incoming enemy lancers. Like a mad cannonball diver splashing into a pool, the ultimate thrill came from dropping out of the sky and squatting on your opponent's head for the kill.

Give yourself an hour, and you'll find it's hard to quit this game cold turkey. ■ Mike Searle



SITESEEING

SAT

17

The new *Justice League* cartoon premieres on Cartoon Network. Can't wait? Get a sneak peak at wf.toonzone.net.

SUN

18

1962 Kirk Hammett of Metallica born. What's the band up to these days? www.metallica.com



MON

19

1928 First issue of *Time* went on sale. Take a tour through the 20th century. www.time.com



TUE

20

1945 The Nuremberg War Crime Trials began. Defeat the Nazis by downloading the *Return to Castle Wolfenstein* beta. www.activision.com



WED

21

1871 The first human cannonball, Emilio Onia, is shot out of a circus cannon. Find out how they do it at www.straightdope.com/classics/a4_069.html.

THU

22

1921 Rodney Dangerfield born. Get some respect while reliving "Caddyshack." www.bushwood.net/shack/shackcentral.htm



FRI

23

1887 Classic horror star Boris Karloff born. Discover his life and film history at www.psychotronic.com/archive/boris.htm.



SAT

24

1847 *Dracula* author Bram Stoker born. Preview the new *Vampire: The Masquerade* comic book at www.white-wolf.com.



SUN

25

1973 The maximum speed limit in the U.S. reduced to 55 m.p.h. Thank God that's changed. Download the *Need for Speed* demo at www.needforspeed.com.

MON

26

1919 Sci-fi author Frederik Pohl (*Man Plus*) born. Read an interview at www.locusmag.com/2000/issues/10/Pohl.html.

TUE

27

1940 Bruce Lee born. Watch some of the most fantastic real-life martial arts moves ever captured on film at www.bilang.com.



WED

28

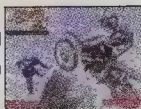
1997 Final episode of "Beavis & Butt-Head" aired on MTV. Don't fret, the bunnies' legacy is enshrined. www.geocities.com/Hollywood/9362/beavis.html



THU

29

1897 The first motorcycle race took place in England. Download the *Moto Racer 2* demo at www.stancill.com/motoracer2.htm and head for the finish line yourself!



FRI

30

1955 Kevin Conroy ("Batman: The Animated Series") born. Experience the sites and sounds of Gotham City at www.gothamcityusa.com.



CardSTOCK

Odyssey-ing Is Believing by Jeremy Smith

So long, rebels. See ya, Blastoderm. You've been replaced. The yearly rotation of Standard tournament-legal sets has arrived, and swept away *Mercadian Masques*, *Nemesis* and *Prophecy*. *Odyssey* is in, with new mechanics that give *Invasion Block* and *Seventh Edition* cards new ways to interact with the *Magic* universe. And now that *Odyssey's* been out a month, players are getting a better idea of what's hot and what's not.

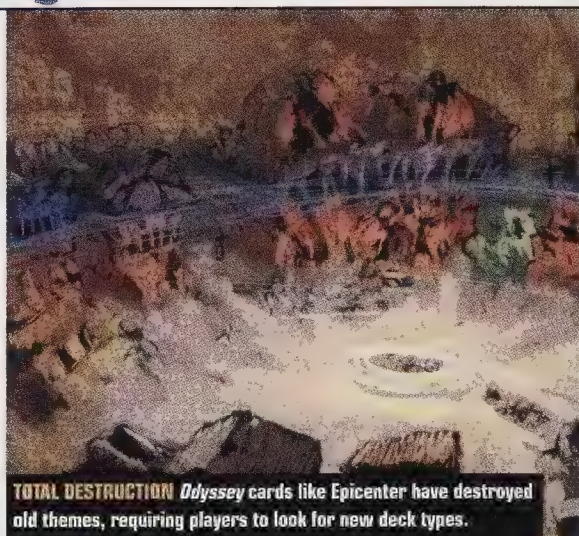
CONTROLLING INTEREST

Following in the footsteps of hot *Invasion Block* decks like *Domain* and *Go-Mar*, players are snapping up other core cards for control decks. Card advantage machine *Shadowmage Infiltrator* (\$12, median), Jon Finkel's addition to the awesome line of *Magic* Invitational cards, is the hottest card on the market. With a supporting cast of cards like *Duress*, *Recoil*, *Thieving Magpie* and *Undermine* (\$13), the *Infiltrator* will be a huge force in the new Standard.

Traumatize (\$9) is a great addition to *Millstone*-like (\$4) strategies, and *Iridescent Angel* (\$8) is the closest thing we've seen to *Morphling* (\$13) since, well, *Morphling*. *Divert* (\$7), *Extract* (\$6) and *Aegis Of Honor* (\$4) also add new ways to hold down the fort for control decks, especially against uncounterable spells like *Urza's Rage* (\$16).

But it's not all about control in the new set. Tons of cards for beatdown decks are proving popular, too. The monstrous *Krosan Beast* (\$5), *Savage Firecat* (\$4) and the incredibly efficient *Call Of The Herd* (\$5) are already finding their places in neo-Fires and other high-powered decks as replacements for *Blastoderm* and *Saproling Burst* (\$5). They've got backup, too, with the board-clearing *Epicenter* (\$7) and handy anti-control sidebar cards *Spellbane Centaur* (\$3) and *Molten Influence* (\$5).

White weenie decks also have gained new tools to pick up where rebels left off. *Divine Sacrament* (\$4), the newest version



TOTAL DESTRUCTION *Odyssey* cards like *Epicenter* have destroyed old themes, requiring players to look for new deck types.

of *Crusade* (\$4), beefs up entire armies, as does the legendary *Pianna*, *Nomad Captain* (\$2.50). While it's not as good as *Wrath Of God* (\$7), *Kirtar's Wrath* (\$3.50) is popping up in the occasional threshold-based deck. Finally, in white, *Mystic Crusader* (\$5) is already making a big showing in sideboards and even some main decks.

BUSINESS CASUAL

Casual players have had more to say about *Odyssey's* market than with many other sets. The obligatory huge creatures like *Vampiric Dragon* (\$6), *Wayward Angel* (\$4) and *Repentant Vampire* (\$6) are trading like crazy, while theme-deck stars *Nut Collector* (\$4), *Squirrel Mob* (\$3.50) and *Atogatog* (\$2.50) are finding their niches in the *Magic* market. And *Mirari* (\$11) isn't just the noise a cat makes when it's caught in the washing machine; the legendary artifact and new *Fork* (\$10) has become one hot-ass commodity.

LOOK AT THEM, THEY'RE THE DCI

The *Arena* and *Friday Night Magic* programs have proven wildly successful over the years, in no small part due to the cool promotional DCI foils given out as prizes. Lots of really nifty ones have come out over the last few months, including *Jackal Pup* (\$8), *Quirion Ranger* (\$11) and *Empyrial Armor* (\$8). *Arena* participants also received one card from a cycle of foil *Ice Age* lands (\$2.50 each).

A few other promo foils have made waves too. Judges recently got a foil *Oath Of Druids* (\$55) as a thank-you for their help in high-level tournaments. And the *Deckmasters* gift set includes foil versions of *Necropotence* (\$8), *Lhurgoyf* (\$4), *Icy Manipulator* (\$7) and *Incinerate* (\$6).

WHAT'S HOT

TOP 10 CCGs

1. *Magic: The Gathering*
2. *Pokémon*
3. *Warlord*
4. *Dragon Ball Z CCG*
5. *Legend of the Five Rings*
6. *Star Trek CCG*
7. *Star Wars CCG*
8. *Magi-Nation*
9. *Rifts*
10. *7th Sea*



in other NEWS...

Promo Stars

As *Dragon Ball Z* gears up for next month's *Cell Saga* launch, *Androids Saga* still lights up the charts. Nearly all of the androids in the set jumped in price again this month, with Android 17 (\$8, median), Android 18 (\$10), Android 19 (\$7) and Android 20 (\$7) all moving up. Tien, The Watcher (\$7) and Yamcha Is There (\$7) also are proving hot, as is ultra-rare The Hero Is Down (\$50).

But it's not the regular cards that have garnered the most attention recently. A very limited number of promotional cards worked their way ahead of time into a few booster packs of *Androids Saga*. Namekian's Strike (\$50), eventually will be given out to the game's Collector's Club. Line Up (\$50), and Team Work Kamehameha (\$50) will be given out in *Dragon Ball Z* league play. Finally, Fatherly Advice (\$55), which gives you wide energy-searching capabilities, recently was given to the game's judges.

One Ring to Rule Them All

In case you've been hiding under a rock for the past year, the *Lord of the Rings CCG* debuts this month. Nearly every major character in "The Fellowship of the Ring" appears in the new set, the first of nine based on the three Rings movies. Many have two versions of differing rarities, and the rare versions of Frodo, Gandalf, Sam, Aragorn and Legolas look to be the chase cards in the set.

Gandalf and Aragorn also have foil versions available only in starter decks. Each other card in the set also has a parallel foil version randomly inserted into the common slots of some packs. Several other characters each have only one version, but allies, companions and minions like Arwen, Bilbo, Elrond, Galadriel, Lurtz and the Witch-king of Angmar will definitely heat up the market.

Numerous magical possessions and artifacts should be hot too, with Glamdring, Sting, Thor's Map, Bow Of The Galadhrim and Aragorn's Bow showing the most promise. Events and conditions such as A Wizard Is Never Late, Stone Trolls and Desperate Defense Of The Ring each have powerful effects on the game.

Jeremy Smith (jeremy@smith.net) recently won an *Odyssey* tournament after charming the other players with his beauty and magical voice.

BIG MOVERS

The card market's most significant
UPs & DOWNs

HOT

1 BLOOD MOON



With all of the new nonbasic lands out there, players need a way to stop them before they get their mojo workin'. Type 1 players have found their panacea in *Blood Moon*, nullifying everything that isn't red. It doubled this month from \$2 to \$4.

2 WEATHERLIGHT

This throwback gives threshold players a huge boost for a bargain cost. Collectors are snapping up the original *Weatherlight* version now, bumping it by leaps and bounds from \$2 to \$4—not bad for an uncommon from a long-departed set.

3 MIRARI

It's the symbol of the *Odyssey* expansion and is featured in the way-cool promotional online CGI *Odyssey* movie (www.magicodyssey.com). It's up twice its own price, hopping up from \$6 last month all the way to \$11 this month.

4 BOOBY TRAP

Every guy needs a boob or two in his life, so what better way to catch them than with Booby Trap? Collectors this month felt the urge to bid up its price from \$3.50 to \$6. We guess they just couldn't wait to get their hands on them.

5 FORBID

Extended control decks have a phat new way to draw cards with Shadowmage Infiltrator, making *Forbid* even better. He'll help set up a quick lock on the game with this combo. It's no surprise that *Forbid* jumped from \$1.25 to \$2.

COLD

1 THOUGHT DEVOURER



We wonder if our pages last month listing the *Devourer* as the fourth best *Odyssey* card were stuck together. Maybe it'll pick up in value in time, but this month, it dropped a whopping 71 percent, from \$7 to \$2.

2 FOIL WASH OUT

Decks have become more color-diverse since the days of mono-white rebels and Blue Skies. Cards like *Wash Out* have taken a hit, since they're less useful against multicolored decks. The foil version slipped, from \$8 to \$4 this month.

3 FOIL MAGETA THE LION

He ruled the board a year ago, but the fact of the matter is that cards that leave Standard take a big hit right off the bat. Mageta's foil fell by 47 percent, from \$15 to \$8. Now he can only hope to make the occasional stop in Extended.

4 FOIL BATTLEFIELD FORGE

The painlands are amazing, no doubt. But foils will drop in time no matter how hot the card. The *Apocalypse* lands started high; they were bound to fall more than the average card. The foil *Forge* went down to \$15 from \$28.

5 FOIL RISHADAN PORT

No card had more of an impact on Standard for the last two years than *Rishadan Port*. With the rotation, it's taken a harder hit than just about everything else, with the foil falling a gigantic \$20 from \$45 to \$25. We say, good riddance.

TOP 10 MAGIC CARDS

What's hot? With the microchips we've implanted in every *Magic* card, you've told us. These are the cards burning up the binders and cash registers of fans and retailers all over the world.

1 SHADOWMAGE INFILTRATOR



SET: *Odyssey*

ARTIST: Rick Farrell

He's arguably the best *Magic* player on the planet, and Jon Finkel's contribution to *Odyssey* is just as good as he is. It's a great follow-up to the likes of *Avalanche Riders*, *Rootwater Thief* and *Meddling Mage*. With the ability to draw a card while dealing damage past nearly any creature defense, he's a lock for every blue/black deck.

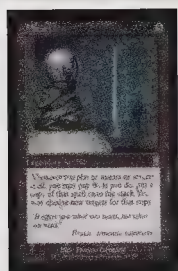
2 TRAUMATIZE



SET: *Odyssey*

ARTIST: Greg Staples

Losing half your mind can be quite traumatic, we'd guess, though you'd probably never know that it happened. Either way, the devastating power of *Odyssey*'s *Traumatize* has boosted it all the way to the number two slot on our chart this month. For five mana, nuking half your opponent's library or gaining instant threshold for yourself is a hard deal to pass up.



3 MIRARI

SET: *Odyssey*

ARTIST: Donato Giancola

Yeah, we don't like copycats either, but *Mirari*'s the exception to the rule. The initial investment of five mana is expensive, but the chance to Fork spells repeatedly is great. It's a must-have if you collect story-based cards. Don't even ask what happens when you use it with *Divert*.



4 IRIDESCENT ANGEL

SET: *Odyssey*

ARTIST: Matt Cavotta

"You're our ay-ay-ay-angel, come and save us tonight." Okay, our singing leaves a lot to be desired when compared to Aerosmith. But the glowing gal leaves nothing to be desired; she's got it all. Flying, huge and nearly unkillable, she'll be saving lots of us tonight—and every night.



5 VINDICATE

SET: *Apocalypse*

ARTIST: Brian Snoddy

New set or no, some cards are still just as good as they were several months ago. And as the rumors go, it's true that destroying any permanent for three mana is still a great deal. Since *Vindicate* does just that, it's no shock that it's maintained its hold on our list.



6 HAUNTING ECHOES

SET: *Odyssey*

ARTIST: Arnie Swekel

And we all thought *Jester's Cap* was a bad mutha. Enter *Haunting Echoes*, which cleans out graveyards and libraries of tons of nasty cards all in one fell swoop. Players had better rethink the four-of-a-card strategy or they'll never hear the end of it from this card.

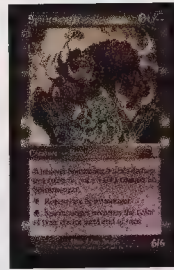


7 BIRDS OF PARADISE

SET: *Seventh Edition*

ARTIST: Ed Beard Jr.

With *Masques* Block gone, *Invasion* Block will take center stage more than before. And with color diversity comes cards like the *Birds*, which fit into every green deck. True, they dropped six spots this month, but the fact that they still make the list shows their true worth.

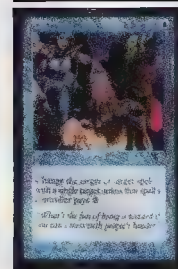


8 SPIRITMONGER

SET: *Apocalypse*

ARTIST: Glen Angus

Fat's where it's at with this beast. No matter how you look at it, a 6/6 with three great abilities and no drawbacks for five mana is a great deal. The *'Monger*'s showing his ugly mug in all sorts of decks, from *Dark Fires* to heavy-control black/green/blue *Invasion* Block decks.



9 DIVERT

SET: *Odyssey*

ARTIST: Christopher Moeller

Misdirection is gone, but *Divert*'s just as good and doesn't cost you an extra card. It serves as cheap defense against loads of spells and will easily turn away counterspells from their intended targets. The card might as well read, "Target *Urza's Rage* now costs you 14 mana, bee-yatch!"



10 VAMPIRIC DRAGON

SET: *Odyssey*

ARTIST: Gary Ruddell

We've heard that dragons are popular among gamers—vampires, too. These might be unfounded rumors, but at least it explains why *Vampiric Dragon* rounds out this month's Top 10. That's almost as great as our chocolate falling into your peanut butter.

NETPROFIT

INQUEST GAMER surfs the Internet for bargain buys and outrageous items

AFRAID OF THE DARK

By and large, *The Dark* is generally regarded among the lower tiers of *Magic*-dom by professional players and casual fans alike. However, even gamers have their hearts in the right places. One charitable soul stood up and took a bullet, spending \$16.50 for a single booster at auction. The money went toward charities for the September 11 tragedy.



THERE IS NO TRY



A long time ago, in a galaxy far, far away, the resident alien of "Star Wars" was Yoda. Now, we're stuck with that crappy "Meesa so stoopid" Jar Jar character. However, there are those wise Jedi among us who remain true to the old religion.

Some lucky lightsaber lugger picked up this 1997 Yoda Christmas ornament for a mere \$26.50.

THE FOE HAMMER



In *The Lord of the Rings*, Gandalf's blade was Glamdring, the Foe Hammer. It was an elven blade he took from the loot of some trolls in *The Hobbit*. And now for a mere \$900 you could own the fabled blade—or at least, a reasonable facsimile. Of course, if slaying orcs and battling balrogs isn't your thing or if you're about 890 bucks short try...

THE FOE PAPER CUT



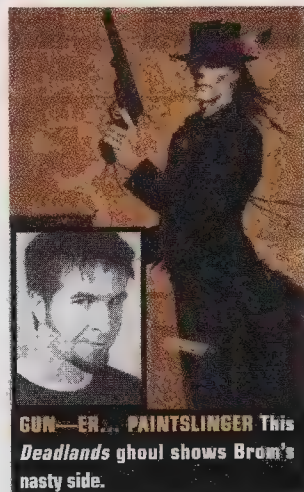
...Glamdring—the puzzle! Okay, it's really a puzzle of the movie poster from the crap-on-a-cracker animated version of "Lord of the Rings" from the late 1970s. It sold online for \$10. If you're still short on cash, we recommend raiding the silverware drawer. It may not slay dragons, but it'll still cut your cheese—like you need any help with that.

ARTGALLERY

1Q INTERVIEWS THE HOTTEST FANTASY ARTISTS

Brom

What would *Magic* be without its share of the weird and monstrous? Much less if it didn't have the talents of artist Brom at its disposal. The 36-year-old, self-taught painter has dazzled *Magic* art aficionados with the likes of Oath of Ghouls, Hatred and his latest masterpiece, Desolation Angel. He says, "I lean toward anything dark or nasty; it's in my bones."



GUN—ER... PAINTSLINGER This *Deadlands* ghoul shows Brom's nasty side.

A fan of artists like Frank Frazetta and Norman Rockwell, Brom has created hundreds of fantasy pieces over the years ranging from works for DC Comics to films like "Sleepy Hollow." Brom's start was unusual; he airbrushed T-shirts in high school and painted a Coca-Cola cup as his first professional piece. He laughs about it now. "Pretty boring, huh?" He's still wildly successful, commanding between \$1,000 and \$10,000 per painting. Check out his works for sale at his website, (www.BromArt.com). ■ Jeremy Smith

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CCG Price Guide

HOW TO USE IT

Wanna know how much your Vizzerdrix goes for? This guide can tell ya that and more.

Most of the prices in the guide reflect cards that are in Near Mint to Mint condition. However, many older cards, particularly *Magic's Alpha*, *Beta*, *Unlimited* and *Arabian Nights*, rarely sell in true Mint condition. The prices for these cards reflect a slight downgrade in condition.

CCGs are arranged in the order of oldest set to most recent release. Within each CCG, set breakdowns are priced for commons, uncommons, rares and/or foils. Please refer to the key on the bottom of each left-hand page for abbreviation descriptions and color breakdowns.

You'll notice some card listings have color bars around them. Green means it's risen in value; red, fallen in value; blue, new CCG and/or card listing; and yellow indicates heavy trading activity, yet no change in value since last issue.

For complete listings and prices for every single *Magic* card, check out wizardworld.com.

GRADE SCHOOL

GEM MINT: A perfect card in every which way. No discoloration, marks or flaws whatsoever. Sells for multiples of the value listed in this guide.

NEAR MINT/ MINT: Appears almost Gem Mint, but with one minor flaw, such as a small ding or minor stress line that does not affect color.

EX-MINT: Minor defect such as a corner crease or a minor color-cracked stress line. Cards that fall under this category are 70%-80% of guide price.

GOOD: Multiple defects such as slight creases, minor flaking and fading colors. Still maintains a decent color gloss. Cards that fall under this category are 30%-40% of guide price.

POOR: Major and multiple defects detected. Defects such as major stress lines, multiple creases, torn areas, writing on card, stains and/or faded colors. Cards that fall under this category may fetch 10% of guide price at most.

PRICE TAG

LOW: Card prices on the lower side of the national average. Usually, these prices signify a really good bargain; Some might call it a steal.

MEDIAN: Card prices in the middle of the national average. What you can expect to pay in the majority of gaming stores and online.

HIGH: Card prices on the higher side of the national average. Though more expensive than the average, these prices might be the norm in your area, or even cheaper than another part of the country.

MAGIC

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Cards have black borders.

Alpha cards have rounder corners when compared to Beta cards.

Full Set (290 cards)	3800.00	4000.00	4250.00
Booster Pack (15 cards)	100.00	115.00	200.00
Booster Box (36 packs)	3200.00	3400.00	3700.00
Starter Deck (60 cards)	210.00	225.00	300.00
Starter Box (10 decks)	1800.00	2000.00	2500.00
Unlisted Uncommons	2.00	3.00	4.00
Unlisted Commons	.75	1.00	1.50

Unlisted Alpha errors are worth 125% of Beta value.

	RARITY	LOW	MEDIAN	HIGH
○ Animate Wall	R	5.00	7.00	9.00
● Ankh of Mishra	R	8.00	12.00	16.00
○ Amageddon	R	20.00	30.00	40.00
● Aspect of Wolf	R	6.00	8.00	10.00
● Bad Moon	R	14.00	20.00	25.00
● Badlands	R	35.00	45.00	55.00
○ Balance	R	30.00	35.00	40.00
● Bayou	R	35.00	45.00	55.00
● Berserk	U	25.00	30.00	40.00
● Birds of Paradise	R	65.00	75.00	85.00
● Black Knight	U	5.00	7.00	9.00
● Black Lotus	R	250.00	365.00	450.00
● Black Vine	U	4.00	7.00	9.00
○ Blaze of Glory	R	15.00	20.00	35.00
○ Blessing	R	6.00	8.00	11.00
● Braingeyser	R	20.00	27.00	34.00
● Camouflage	U	4.00	5.00	7.00
● Chaos Orb	R	50.00	60.00	80.00
● Chaosclasp	R	4.00	6.00	8.00
● Clockwork Beast	R	5.00	7.00	10.00
○ Clone	U	8.00	10.00	13.00
● Cockatrice	R	7.00	10.00	13.00
● Contract from Below	R	4.00	6.00	8.00
● Control Magic	R	4.00	5.00	6.00
○ Conversion	U	4.00	5.00	6.00
● Copper Tablet	U	3.00	4.00	6.00
● Copy Artifact	R	10.00	17.00	25.00
● Counterspell	U	8.00	12.00	14.00
○ Crusade	R	15.00	20.00	25.00
● Cyclopean Tomb	R	35.00	45.00	55.00
● Dark Ritual	C	4.00	5.00	6.00
● Darkpact	R	6.00	8.00	10.00
● Deathlatch	R	4.00	6.00	8.00
● Demonic Attorney	R	6.00	12.00	20.00
● Demonic Hordes	R	10.00	14.00	20.00
● Demonic Tutor	U	10.00	17.00	23.00
○ Dingus Egg	R	6.00	8.00	10.00
○ Disenchant	C	2.00	3.00	5.00
● Disintegrate	C	1.50	2.50	3.50
● Disrupting Scepter	R	12.00	15.00	18.00
● Dragon Whip	U	3.00	4.00	5.00
● Drain Power	R	4.00	7.00	10.00
● Dwarven Dem. Team	U	4.00	5.00	6.00
● Earthquake	R	8.00	15.00	20.00
● Elish Archers	R	6.00	12.00	16.00
● False Orders	C	2.00	3.00	4.00
○ Farmstead	R	5.00	7.00	10.00
● Fastbond	R	2.00	3.00	4.00
● Fireball	C	18.00	25.00	32.00
● Force of Nature	R	16.00	25.00	32.00
● Forcefield	R	7.00	8.00	10.00
● Fork	R	25.00	35.00	45.00
● Fungusaur	R	6.00	8.00	10.00
● Gaea's Lugs	R	6.00	9.00	13.00
● Gauntlet of Might	R	70.00	86.00	115.00
● Gloom	U	3.00	4.00	5.00
● Goblin King	R	7.00	10.00	13.00
● Granite Gargoyles	R	8.00	12.00	16.00
● Helm of Chutzak	R	4.00	6.00	8.00
● Howling Mine	R	20.00	30.00	40.00
● Hypnotic Specter	U	10.00	20.00	30.00
● Ice Storm	U	7.00	10.00	15.00
● Icy Manipulator	U	20.00	30.00	45.00
● Illusory Mask	R	18.00	30.00	40.00
○ Island Sanctuary	R	4.00	8.00	11.00
● Jade Monolith	R	4.00	6.00	8.00
● Jade Statue	U	7.00	9.00	12.00
● Jayemdae Tome	R	12.00	20.00	28.00
● Juggernaut	U	4.00	7.00	10.00

	RARITY	LOW	MEDIAN	HIGH
● Kormus Bell	R	5.00	8.00	10.00
● Kudzu	R	4.00	6.00	8.00
● Lich	R	28.00	35.00	50.00
● Lifeface	R	5.00	7.00	8.00
● Lightning Bolt	C	4.50	6.00	8.00
● Living Artifact	R	3.00	6.00	9.00
● Living Lands	R	4.00	8.00	8.00
● Llanowar Elves	C	4.00	8.00	7.00
● Lord of Atlantis	R	12.00	18.00	24.00
● Lord of the Pit	R	12.00	18.00	24.00
● Magical Hack	R	5.00	8.00	12.00
● Mahamuti Djinn	R	13.00	18.00	25.00
● Mana Flare	R	8.00	13.00	18.00
● Mana Short	R	8.00	10.00	14.00
● Mana Vault	R	9.00	12.00	18.00
● Manabarb	R	10.00	13.00	17.00
● Meekstone	R	7.00	9.00	12.00
● Mind Twist	R	15.00	25.00	35.00
● Mox Emerald	R	160.00	190.00	220.00
● Mox Jet	R	160.00	190.00	220.00
● Mox Pearl	R	160.00	190.00	220.00
● Mox Ruby	R	160.00	190.00	220.00
● Mox Sapphire	R	160.00	190.00	230.00
● Natural Selection	R	8.00	15.00	20.00
● Nether Shadow	R	5.00	8.00	10.00
● Nevinyrral's Disk	R	25.00	35.00	50.00
● Nightmare	R	14.00	20.00	27.00
○ Northern Paladin	R	7.00	10.00	12.00
● Orcish Artillery	U	4.00	7.00	10.00
● Orcish Driftmaster	U	6.00	8.00	10.00
● Personal Incarnation	U	5.00	8.00	15.00
● Pirate Ship	R	4.00	7.00	10.00
● Plateau	R	35.00	45.00	55.00
● Power Surge	U	5.00	8.00	10.00
● Psionic Blast	U	12.00	16.00	30.00
○ Purelake	R	4.00	6.00	8.00
● Raging River	R	15.00	25.00	35.00
● Regrowth	U	7.00	11.00	14.00
● Reverse Damage	U	4.00	6.00	9.00
● Righteousness	R	5.00	8.00	8.00
● Roc of Kher Ridges	R	5.00	8.00	10.00
● Rock Hydra	R	8.00	12.00	17.00
● Royal Assassin	R	15.00	25.00	35.00
● Savannah	R	35.00	45.00	55.00
● Savannah Lions	R	7.00	11.00	16.00
● Scrubland	R	35.00	45.00	55.00
● Sedge Troll	R	8.00	9.00	12.00
● Sengir Vampire	U	9.00	12.00	14.00
● Serra Angel	U	25.00	36.00	50.00
● Shivan Dragon	R	35.00	45.00	60.00
● Sinkhole	C	9.00	13.00	17.00
● Sleight of Mind	R	5.00	7.00	10.00
● Smoke	R	4.00	6.00	8.00
● Sol Ring	U	14.00	21.00	30.00
● Statix	U	10.00	14.00	18.00
● Sunglasses of Urzu	R	5.00	7.00	9.00
○ Swords to Plowshares	R	8.00	8.00	12.00
● Taiga	R	40.00	50.00	60.00
● The Hive	R	6.00	8.00	10.00
● Thoughtflame	R	4.00	6.00	8.00
● Timber Wolves	R	4.00	6.00	8.00
● Time Vault	R	35.00	50.00	70.00
● Time Walk	R	180.00	200.00	230.00
● Timetwister	R	110.00	130.00	160.00
● Tropical Island	R	35.00	45.00	55.00
● Tundra	R	40.00	50.00	60.00
● Two-Headed Giant	R	30.00	40.00	50.00
● Underground Sea	R	35.00	45.00	55.00
● Verduran Enchantress	R	8.00	8.00	10.00
● Vesuvan Doppelganger	R	20.00	30.00	40.00
● Veteran Bodyguard	R	7.00	10.00	13.00
● Volcanic Eruption	R	4.00	6.00	8.00
● Warp Artifact	R	5.00	7.00	8.00
● Web	R	6.00	8.00	10.00
● Wheel of Fortune	R	20.00	30.00	35.00
○ White Knight	U	3.00	5.00	7.00
● Wild-O'-The-Wisp	U	7.00	12.00	17.00
● Winter Orb	R	10.00	20.00	30.00
● Word of Command	R	25.00	35.00	45.00
● Wrath of God	R	35.00	45.00	55.00
● Zombie Master	R	7.00	8.00	11.00

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

TOP 100

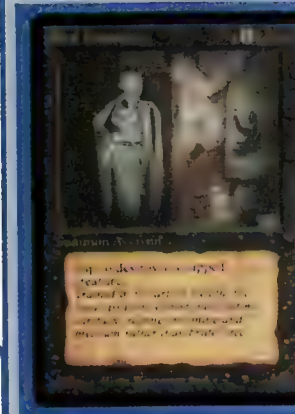
This month's biggest seller is a card that has been in the game since 1993.



45 FORCE OF WILL

This amazing free counterpunch has managed to survive all the bannings in Extended, making it the defining card in the format for now. It's got a great supporting cast in the Top 100, too, with the likes of **Dwars (#8)**, **Morphing (#68)** and **Mistcove (#75)** backing it up. Watch for it in decks like **Darata, Strals and Oath**.

	SET	LOW	MEDIAN	HIGH		SET	LOW	MEDIAN	HIGH
1 Shadowmage Infiltrator	OD	8.00	12.00	15.00	51 Black Lotus	U	200.00	250.00	320.00
2 Traumatize	OD	6.00	9.00	12.00	52 The Moxes	U	10.00	14.00	17.00
3 Mirari	OD	7.00	11.00	15.00	53 Phyrexian Scuta	PS	7.00	9.00	14.00
4 Indescent Angel	AP	6.00	8.00	10.00	54 Void	IN	3.00	5.00	8.00
5 Vindicate	AP	7.00	12.00	14.00	55 Sol Ring	U	5.00	7.00	9.00
6 Haunting Echoes	OD	6.00	8.00	10.00	56 Balancing Act	OD	2.00	3.00	4.00
7 Birds of Paradise	7	8.00	13.00	17.00	57 Bravos, Cabal Minion	OD	3.00	4.00	5.00
8 Spinnaker	AP	8.00	12.00	15.00	58 Death Grasp	AP	4.00	5.00	7.00
9 Dwell	OD	4.00	7.00	10.00	59 Phyrexian Arena	AP	3.00	4.00	6.00
10 Vampire Dragon	OD	4.00	6.00	8.00	60 Skuzik	IN	5.00	8.00	11.00
11 Kamahi, Pit Fighter	OD	4.00	6.00	8.00	61 Repentant Vampire	OD	2.00	3.00	4.00
12 Serra Angel	7	4.00	6.00	8.00	62 Blazing Specter	IN	5.00	7.00	10.00
13 Krosna Beast	OD	3.00	5.00	6.00	63 Rysa Dawnbringer	IN	3.00	5.00	7.00
14 Extract	OD	4.00	6.00	8.00	64 Time Walk	U	100.00	130.00	180.00
15 Call of the Herd	OD	3.00	5.00	6.00	65 Orrin's Chant	PS	6.00	8.00	10.00
16 Pernicious Deed	AP	5.00	8.00	10.00	66 Royal Assassin	4	4.50	6.00	8.00
17 Undermine	IN	9.00	13.00	16.00	67 Daysday Specter	PS	3.00	5.00	8.00
18 Mystic Snake	AP	4.00	6.00	9.00	68 Morphling	US	9.00	13.00	17.00
19 Aegis of Honor	OD	2.50	4.00	5.00	69 Gravestorm	OD	4.00	5.00	6.00
20 Molted Influence	OD	3.00	5.00	6.00	70 Serra Avatar	US	9.00	14.00	17.00
21 Swan Dragon	7	5.00	7.00	12.00	71 Decimate	OD	2.00	3.50	5.00
22 Apocalypse Pandas	AP	3.00	5.00	7.00	72 Deserted Temple	OD	2.00	4.00	4.00
23 Hut Collector	OD	2.50	4.00	5.00	73 Panna, Nomad Captain	OD	1.50	2.50	3.50
24 City of Brass	7	4.00	6.00	8.00	74 Avatar of Woe	PY	5.00	8.00	11.00
25 Wrath of God	7	5.00	7.00	8.00	75 Mastacore	UD	6.00	9.00	15.00
26 Coat of Arms	7	6.00	10.00	13.00	76 Tainted Pact	OD	2.00	3.00	4.00
27 Desecration Angel	AP	3.00	5.00	8.00	77 Crystal Quarry	OD	2.00	3.00	4.00
28 Urza's Rage	IN	10.00	15.00	20.00	78 Suffocating Blast	AP	3.00	4.00	6.00
29 Wayward Angel	OD	2.50	4.00	6.00	79 Pyre Zombie	IN	3.00	5.00	7.00
30 Time Stretch	OD	2.50	4.00	5.00	80 Ball Lightning	4	3.00	4.00	6.00
31 Absorb	IN	5.00	13.00	18.00	81 Mortuary	OD	2.00	3.00	4.00
32 Spectral Lynx	AP	4.00	5.00	6.00	82 Spellbane Centaur	OD	2.00	3.00	4.00
33 Icy Manipulator	IA	3.00	5.00	7.00	83 Mistcove	7	3.00	4.00	5.00
34 Devoted Carstaker	OD	2.50	4.00	6.00	84 Entomb	OD	2.00	3.00	4.00
35 Utopia Tree	IN	4.00	6.00	8.00	85 Richadon Port	MM	7.00	10.00	12.00
36 Odyssey Filter Lands	OD	2.00	3.50	5.00	86 Treva the Renewer	IN	3.00	4.50	6.00
37 Mystic Crusader	OD	3.00	5.00	6.00	87 Seize the Day	OD	1.50	2.50	3.50
38 Squirrel Mob	OD	2.00	3.50	5.00	88 Bad Moon	R	3.00	5.00	6.00
39 Sinkhole	U	6.00	9.00	12.00	89 Persuasion	OD	2.00	3.00	4.00
40 Savage Firecat	OD	2.50	4.00	5.00	90 Meddling Mage	PS	5.00	7.00	10.00
41 Dual Lands	R	8.00	12.00	18.00	91 Penumbra Wurm	AP	3.00	4.00	6.00
42 Lightning Angel	AP	3.00	5.00	7.00	92 Original Pandas	7	3.00	4.00	6.00
43 Kirtar's Wrath	OD	2.00	3.50	5.00	93 Shivan Wurm	PS	5.00	8.00	10.00
44 Mystic Enforcer	OD	3.00	5.00	6.00	94 Berserk	U	18.00	25.00	30.00
45 Force of Will	AI	7.00	8.00	11.00	95 Crusade	7	3.00	4.00	5.00
46 Demonic Tutor	U	4.00	5.00	7.00	96 Elvish Poet	UD	4.00	6.00	8.00
47 Fork	R	7.00	10.00	15.00	97 Bearscape	OD	2.00	3.00	4.00
48 Divine Sacrament	AP	2.50	4.00	6.00	98 Karmic Justice	OD	2.00	3.00	4.00
49 Prophetic Bolt	AP	3.00	5.00	7.00	99 Rith the Awakener	IN	3.00	4.00	6.00
50 Howling Mine	7	3.00	5.00	7.00	100 Epicenter	OD	2.00	3.00	4.00



66 ROYAL ASSASSIN

He's not Standard-legal and not especially great in Magic's other tournament formats. The Assassin's coolness factor is what keeps him afloat, since he's had that image over since Magic's first day. He's joined on the list by other longtime industry like **Shivan Dragon (#23)** and **Fork (#47)**. We hear he's a basketballer, though, so watch out.

	RARITY	LOW	MEDIAN	HIGH		RARITY	LOW	MEDIAN	HIGH
● Manabars	R	11.00	14.00	17.00	● Personal Incarnation	R	6.00	12.00	16.00
● Meekstone	R	7.00	10.00	13.00	● Pirate Ship	R	5.00	8.00	11.00
● Mind Twist	R	35.00	40.00	45.00	● Plateau	R	40.00	55.00	70.00
● Moen Emerald	R	170.00	210.00	250.00	● Power Surge	R	10.00	12.00	16.00
● Mox Jet	R	170.00	210.00	250.00	● Prigral Sorcerer	C	1.50	2.50	3.50
● Mox Pearl	R	170.00	210.00	250.00	● Psionic Blast	U	15.00	24.00	28.00
● Mox Ruby	R	170.00	210.00	250.00	● Purelance	U	4.00	6.00	8.00
● Mox Sapphire	R	170.00	220.00	270.00	● Raging River	R	20.00	30.00	40.00
● Natural Selection	R	12.00	17.00	25.00	● Regrowth	U	8.00	13.00	16.00
● Nether Shadow	R	9.00	15.00	24.00	● Roc of Kher Ridges	R	6.00	9.00	12.00
● Nevinyrral's Disk	R	30.00	55.00	70.00	● Rock Hydra	R	10.00	14.00	20.00
● Nightmare	R	20.00	30.00	40.00	● Royal Assassin	R	15.00	25.00	35.00
● Northern Paladin	R	7.00	10.00	12.00	● Savannah	R	40.00	55.00	70.00
● Personal Incarnation	R	6.00	12.00	16.00	● Savannah Lions	R	7.00	12.00	18.00
● Pirate Ship	R	5.00	8.00	11.00	● Scrubland	R	40.00	55.00	70.00
● Plateau	R	40.00	55.00	70.00	● Sedge Troll	R	8.00	12.00	15.00
● Power Surge	R	10.00	12.00	16.00	● Sempir Vampire	U	8.00	12.00	18.00
● Prigral Sorcerer	C	1.50	2.50	3.50	● Serra Angel	U	30.00	45.00	60.00
● Psionic Blast	U	15.00	24.00	28.00	● Shivan Dragon	U	45.00	65.00	80.00
● Purelance	U	4.00	6.00	8.00	● Sinkhole	C	10.00	16.00	20.00
● Raging River	R	20.00	30.00	40.00	● Sleight of Mind	R	6.00	8.00	10.00
● Regrowth	U	8.00	13.00	16.00	● Smoke	R	6.00	8.00	10.00
● Roc of Kher Ridges	R	6.00	9.00	12.00	● Sol Ring	U	14.00	24.00	32.00
● Rock Hydra	R	10.00	14.00	20.00	● Stasis	R	12.00	16.00	20.00
● Royal Assassin	R	15.00	25.00	35.00	● Stone Rain	C	2.00	3.00	4.00
● Savannah	R	40.00	55.00	70.00	● Sunlasses of Urza	R	6.00	8.00	10.00
● Savannah Lions	R	7.00	12.00	18.00	● Swords to Plowshares	U	10.00	15.00	18.00
● Scrubland	R	40.00	55.00	70.00	● Taiga	R	40.00	55.00	70.00
● Sedge Troll	R	8.00	12.00	15.00	● Terror	C	4.00	5.00	6.00
● Sempir Vampire	U	8.00	12.00	18.00	● The Hive	R	6.00	8.00	10.00
● Serra Angel	U	30.00	45.00	60.00	● Thoughtcree	R	5.00	7.00	9.00
● Shivan Dragon	U	45.00	65.00	80.00	● Timber Wolves	R	35.00	45.00	60.00
● Sinkhole	C	10.00	16.00	20.00	● Time Vault	R	160.00	230.00	280.00
● Sleight of Mind	R	6.00	8.00	10.00	● Time Walk	R	100.00	160.00	200.00
● Smoke	R	6.00	8.00	10.00	● Timewalker	R	40.00	55.00	70.00
● Sol Ring	U	14.00	24.00	32.00	● Tropical Island	R	45.00	65.00	80.00
● Stasis	R	12.00	16.00	20.00	● Tundra	C	3.00	4.00	5.00
● Stone Rain	C	2.00	3.00	4.00	● Twiddle	R	30.00	35.00	45.00
● Sunlasses of Urza	R	6.00	8.00	10.00	● Two-Headed Giant	R	45.00	65.00	80.00
● Swords to Plowshares	U	10.00	15.00	18.00	● Underground Sea	C	3.00	4.00	5.00
● Taiga	R	40.00	55.00	70.00	● Unholy Strength	C	3.00	4.00	5.00
● Terror	C	4.00	5.00	6.00	● Verduran Enchantress	R	30.00	40.00	45.00
● The Hive	R	6.00	8.00	10.00	● Vesperan Doppelganger	R	8.00	12.00	15.00
● Thoughtcree	R	5.00	7.00	9.00	● Veteran Bodyguard	R	4.00	7.00	9.00
● Timber Wolves	R	35.00	45.00	60.00	● Volcanic Eruption	R	40.00	55.00	70.00
● Time Vault	R	160.00	230.00	280.00	● Volcanic Island	R	6.00	8.00	10.00
● Time Walk	R	100.00	160.00	200.00	● Web Artifact	R	5.00	7.00	9.00
● Timewalker	R	40.00	55.00	70.00	● Wheel of Fortune	R	18.00	35.00	45.00
● Tropical Island	R	45.00	65.00	80.00	● White Knight	U	5.00	8.00	14.00
● Tundra	C	3.00	4.00	5.00	● Wily-0-1-The-Wisp	R	10.00	15.00	20.00
● Twiddle	R	30.00	35.00	45.00	● Winter Orb	R	18.00	24.00	30.00
● Two-Headed Giant	R	45.00	65.00	80.00	● Word of Command	R	30.00	40.00	55.00
● Underground Sea	C	3.00	4.00	5.00	● Wrath of God	R	50.00	65.00	80.00
● Unholy Strength	C	3.00	4.00	5.00	● Zombie Master	R	7.00	11.00	13.00
● Verduran Enchantress	R	30.00	40.00	45.00					
● Vesperan Doppelganger	R	8.00	12.00	15.00					
● Veteran Bodyguard	R	4.00	7.00	9.00					
● Volcanic Eruption	R	40.00	55.00	70.00					
● Volcanic Island	R	6.00	8.00	10.00					
● Web Artifact	R	5.00	7.00	9.00					
● Wheel of Fortune	R	18.00	35.00	45.00					
● White Knight	U	5.00	8.00	14.00					
● Wily-0-1-The-Wisp	R	10.00	15.00	20.00					
● Winter Orb	R	18.00	24.00	30.00					
● Word of Command	R	30.00	40.00	55.00					
● Wrath of God	R	50.00	65.00	80.00					
● Zombie Master	R	7.00	11.00	13.00					

UNLIMITED EDITION

WIZARDS OF THE COAST-1993

Cards are white-bordered but otherwise identical to Beta cards.

Booster Pack (15 cards)		90.00	100.00	125.00
Booster Box (36 packs)		2500.00	3000.00	3500.00
Starter Deck (60 cards)		175.00	200.00	250.00
Starter Box (10 decks)		1800.00	2200.00	2600.00
Unlisted Uncommons		1.00	1.50	2.00
Unlisted Commons		.25	.50	1.00
<hr/>				
● Ancestral Recall	R	90.00	130.00	160.00
● Animate Wall	R	1.50	4.00	5.00
● Ankh of Mishra	R	1.50	3.00	5.00
● Armageddon	R	5.00	7.00	10.00
● Aspect of Wolf	R	1.50	3.00	5.00
● Bad Moon	R	3.00	5.00	7.00
● Badlands	R	10.00	15.00	20.00
● Balance	R	4.00	6.00	8.00
● Bayou	R	10.00	14.00	18.00
● Berserk	R	18.00	25.00	30.00
● Birds of Paradise	R	13.00	18.00	25.00
● Black Lotus	R	200.00	260.00	320.00
● Blaze of Glory	R	8.00	12.00	20.00
● Blessing	R	6.00	8.00	8.00
● Brainweaver	R	5.00	7.00	9.00
● Camsayer	U	3.00	4.00	6.00
● Chaos Orb	R	40.00	50.00	60.00
● Chaochise	R	1.50	2.50	4.00
● Clockwork Beast	R	1.50	3.00	5.00
● Clone	U	3.00	4.00	5.00
● Cockatrice	R	1.50	3.00	5.00
● Consecrate Land	U	2.00	3.00	5.00

MAGIC

The Gathering®

Price Guide

Contract from Below	R	3.00	5.00	6.00
Copper Tablet	U	1.50	3.00	5.00
Copy Artifact	R	3.00	5.00	8.00
Crusade	C	3.00	5.00	8.00
Cyclopean Tomb	R	13.00	20.00	30.00
Darkpact	R	3.00	4.00	6.00
Deathlace	R	1.50	2.50	4.00
Demonic Attorney	R	1.50	3.00	5.00
Demonic Hordes	R	5.00	8.00	12.00
Demonic Tutor	U	4.00	5.00	7.00
Dingus Egg	R	4.00	6.00	8.00
Disrupting Scepter	R	2.50	5.00	7.50
Drain Power	R	1.50	3.00	5.00
Earthquake	R	3.00	5.00	8.00
Elvish Archers	R	2.50	4.00	6.00
False Orders	C	5.00	1.00	1.50
Farmstead	R	3.00	4.00	6.00
Fastbond	R	2.50	5.00	7.50
Force of Nature	R	3.00	5.00	8.00
Forcefield	R	35.00	50.00	70.00
Fork	R	8.00	12.00	16.00
Fungusaur	R	1.50	5.00	8.00
Gaea's Liege	R	3.00	4.00	7.00
Gauntlet of Might	R	50.00	65.00	80.00
Goblin King	R	3.00	4.00	7.00
Granite Gargoyle	R	4.00	6.00	8.00
Helm of Chaztuzk	R	1.50	2.50	4.00
Howling Mine	R	4.50	6.00	8.00
Ice Storm	U	8.00	12.00	17.00
Icy Manipulator	U	12.00	20.00	25.00
Illusionary Mask	R	10.00	17.00	25.00
Jade Monolith	R	1.50	2.50	4.00
Jade Statue	U	4.00	5.00	7.00
Jayemdae Tome	R	3.00	5.00	7.00
Kormus Bell	R	1.50	2.50	4.00
Kudzu	R	1.50	3.00	5.00
Lich	R	20.00	30.00	40.00
Lifelace	R	1.50	2.50	4.00
Living Artifact	R	1.50	2.50	4.00
Living Lands	R	1.50	5.00	8.00
Lord of Atlantis	R	3.00	5.00	8.00
Lord of the Pit	R	3.00	5.00	8.00
Magical Hack	R	1.50	3.00	5.00
Mahamoti Djinn	R	4.00	6.00	9.00
Mana Flare	R	4.00	6.00	8.00
Mana Short	R	3.00	4.00	6.00
Mana Vault	R	3.00	5.00	8.00
Manabarb	R	1.50	2.50	4.00
Meekstone	R	3.00	5.00	8.00
Mind Twist	R	3.00	4.00	6.00
Moax Emerald	R	110.00	140.00	170.00
Moax Jet	R	110.00	140.00	180.00
Moax Pearl	R	110.00	140.00	180.00
Moax Ruby	R	110.00	140.00	170.00
Moax Sapphire	R	115.00	150.00	200.00
Natural Selection	R	8.00	12.00	18.00
Nether Shadow	R	1.50	5.00	8.00
Nevinyrral's Disk	R	4.00	6.00	8.00
Nightmare	R	6.00	8.00	10.00
Northern Paladin	R	3.00	5.00	8.00
Personal Incarnation	R	3.00	5.00	8.00
Pirate Ship	R	1.50	4.00	6.00
Plateau	R	10.00	17.00	20.00
Power Surge	R	1.50	3.00	5.00
Psionic Blast	U	8.00	14.00	24.00
Purelace	R	1.50	2.50	4.00
Raging River	R	14.00	20.00	26.00
Reverse Damage	R	3.00	5.00	8.00
Righteousness	R	3.00	5.00	8.00
Roc of Kher Ridges	R	3.00	5.00	7.00
Rook Hydra	R	3.00	5.00	8.00
Royal Assassin	R	7.00	10.00	12.00
Savannah	R	10.00	15.00	20.00
Savannah Lions	R	3.00	5.00	8.00
Scrubland	R	10.00	15.00	20.00
Sedge Troll	R	2.50	4.00	6.00
Sengir Vampire	U	3.00	5.00	7.00
Serra Angel	U	4.50	6.00	9.00
Shivan Dragon	R	9.00	12.00	15.00
Sinkhole	C	6.00	9.00	12.00
Sleight of Mind	R	1.50	2.50	4.00
Smoke	R	1.50	2.50	4.00
Sol Ring	U	5.00	7.00	9.00
Stasis	R	3.00	5.00	8.00
Sunglasses of Urza	R	1.50	4.00	6.00
Taiga	R	10.00	15.00	20.00
The Hive	R	1.50	4.00	6.00
Thoughtlace	R	1.50	2.50	4.00
Timber Wolves	R	1.50	2.50	4.00
Time Vault	R	25.00	40.00	60.00
Time Walk	R	100.00	130.00	160.00
Timetwister	R	80.00	110.00	140.00

Tropical Island	R	10.00	14.00	18.00
Tundra	R	10.00	15.00	20.00
Two-Headed Giant	R	15.00	20.00	35.00
Underground Sea	R	11.00	17.00	22.00
Verduran Doppelganger	R	3.00	4.00	6.00
Veteran Bodyguard	R	2.50	5.00	8.00
Volcanic Eruption	R	1.50	2.50	4.00
Volcanic Island	R	10.00	15.00	20.00
Web	R	1.50	2.50	4.00
Wheel of Fortune	R	5.00	8.00	11.00
Will-O'-The-Wisp	R	4.00	6.00	8.00
Winter Orb	R	3.00	4.00	6.00
Word of Command	R	20.00	30.00	40.00
Wrath of God	R	7.00	10.00	13.00
Zombie Master	R	1.50	5.00	8.00

Crusade	R	3.00	4.00	5.00
Dancing Scimitar	R	1.50	2.50	4.00
Darkpact	R	2.00	3.00	4.00
Deathlace	R	1.50	2.50	4.00
Demonic Attorney	R	2.00	3.00	4.00
Demonic Hordes	R	3.00	4.00	6.00
Demonic Tutor	U	2.00	4.00	6.00
Dingus Egg	R	2.00	3.00	5.00
Disrupting Scepter	R	2.00	3.00	4.00
Dragon Engine	R	1.50	2.50	4.00
Drain Power	R	2.00	3.00	4.00
Earthquake	R	2.50	3.50	4.50
Elvish Archers	R	1.50	2.50	4.00
El-Hajjaj	R	1.50	2.50	4.00
Eye for an Eye	R	2.00	3.00	4.00
Farmstead	R	1.00	2.00	3.00
Fastbond	R	2.50	4.00	6.00
Flying Carpet	R	1.50	2.50	4.00
Force of Nature	R	3.00	4.00	6.00
Fork	R	7.00	10.00	15.00
Fungusaur	R	1.50	2.50	4.00
Gaea's Liege	R	2.00	4.00	6.00
Goblin King	R	2.50	4.00	5.00
Granite Gargoyle	R	2.00	4.00	6.00
Helm of Chaztuzk	R	1.50	2.50	4.00
Howling Mine	R	4.00	5.00	7.00
Hurky's Recall	R	2.00	3.00	4.00
Hypnotic Specter	U	1.50	2.50	3.50
Island Fish Jasonius	R	1.50	2.50	4.00
Island Sanctuary	R	1.50	2.50	4.00
Ivory Tower	R	2.00	3.00	5.00
Jade Monolith	R	1.50	2.50	4.00
Jandor's Ring	R	2.00	3.00	4.00
Jandor's Saddlebags	R	2.00	3.00	4.00
Jayemdae Tome	R	2.00	3.00	5.00
Juggernaut	U	7.50	1.50	2.50
Kormus Bell	R	1.50	2.50	4.00

Savannah Lions	R	3.00	4.00	5.00
Scrubland	R	8.00	12.00	18.00
Sedge Troll	R	2.00	3.00	5.00
Sengir Vampire	U	2.00	3.00	4.00
Serendib Efreet	U	3.00	4.00	6.00
Serra Angel	U	4.00	5.00	7.00
Shivan Dragon	R	4.00	6.00	10.00
Sleight of Mind	R	1.50	2.50	4.00
Smoke	R	1.50	2.50	4.00
Sol Ring	U	4.00	5.00	7.00
Sorceress Queen	R	2.00	3.00	5.00
Stasis	R	2.00	3.00	5.00
Sunglasses of Urza	R	1.50	2.50	4.00
Swords to Plowshares	U	1.00	1.50	2.00
Taiga	R	8.00	12.00	18.00
The Hive	R	1.50	2.50	4.00
Thoughtlace	R	1.50	2.50	4.00
Timber Wolves	R	1.50	2.50	4.00
Titania's Song	R	1.50	2.50	4.00
Tropical Island	R	7.00	12.00	16.00
Tundra	R	9.00	13.00	18.00
Underground Sea	R	8.00	13.00	18.00
Verduran Enchantress	R	2.00	3.00	4.00
Vesuvan Doppelganger	R	7.00	9.00	12.00
Veteran Bodyguard	R	2.00	3.00	5.00
Volcanic Eruption	R	1.50	2.50	4.00
Volcanic Island	R	7.00	12.00	18.00
Warp Artifact	R	1.50	2.50	4.00
Web	R	1.50	2.50	4.00
Wheel of Fortune	R	3.00	5.00	7.00
Will-O'-The-Wisp	R	2.50	3.50	5.00
Winter Orb	R	2.00	3.00	5.00
Wrath of God	R	4.50	6.00	8.00
Zombie Master	R	2.00	3.50	5.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (366 cards)	75.00	200.00	225.00
Booster Pack (15 cards)	3.00	3.50	4.00
Booster Box (36 packs)	85.00	95.00	110.00
Starter Deck (30 cards)	8.00	10.00	12.00
Starter Box (10 decks)	85.00	95.00	110.00
Unlisted Uncommons	.25	.50	1.00
Unlisted Commons	.10	.20	.25

Aladdin's Lamp	R	1.50	2.50	4.00
Aladdin's Ring	R	1.50	2.50	3.50
Animate Wall	R	1.50	2.50	3.50
Ankh of Mishra	R	1.50	2.50	3.50
Armageddon	R	3.00	4.00	5.00
Armageddon Clock	R	1.50	2.50	3.50
Aspect of Wolf	R	1.50	2.50	3.50
Bad Moon	R	3.00	4.00	5.00
Balance	R	2.00	3.00	4.00
Ball Lightning	R	3.00	4.00	6.00
Birds of Paradise	R	7.00	12.00	15.00
Black Knight	U	1.00	1.50	2.50
Black Mana Battery	R	2.00	3.00	4.00
Blessing	R	2.00	3.00	4.00
Blue Mana Battery	R	2.50	3.50	4.50
Bottle of Suleiman	R	1.50	2.50	3.50
Bronze Tablet	R	1.50	2.50	3.50
Carion Acts	U	.75	1.50	2.00
Chaoslace	R	1.50	2.50	3.50
Clockwork Avian	R	2.00	3.00	4.00
Clockwork Beast	R	1.50	2.50	3.50
Cockatrice	R	1.50	2.50	4.00
Colossus of Sardia	R	2.00	3.00	4.00
Coral Helm	R	1.50	2.50	3.50
Cosmic Horror	R	1.50	2.50	4.00
Crimson Mantle	R	1.50	2.50	3.50
Dancing Scimitar	R	2.00	3.00	4.00
Deathlace	R	1.50	2.50	3.50
Dingus Egg	R	1.50	2.50	4.00
Disrupting Scepter	R	1.50	2.50	4.00
Dragon Engine	R	1.50	2.50	3.50
Drain Power	R	1.50	2.50	4.00
Earthquake	R	2.00	3.00	4.00
Elvish Archers	R	1.50	2.50	3.50
El-Hajjaj	R	1.50	2.50	3.50
Elder Land Wurm	R	1.50	2.50	3.50
Elvish Archers	R	1.50	2.50	4.00
Eye for an Eye	R	1.50	2.50	4.00
Flying Carpet	R	1.50	2.50	3.50
Force of Nature	R	2.00	3.00	4.00
Fungusaur	R	1.50	2.50	3.50
Gaea's Liege	R	2.00	3.00	4.00
Goblin King	R	2.00	3.00	4.00
Greed	R	1.50	2.50	4.00
Green Mana Battery	R	2.00	3.00	4.00
Helm of Chaztuzk	R	1.50	2.50	3.50
Howling Mine	R	3.00	4.00	5.00
Hurky's Recall	R	1.50	2.50	4.00
Hurr Jackal	R	1.50	2.50	3.50
Hypnotic Specter	U	1.50	2.50	4.00
Inferno	R	1.50	2.50	4.00
Island Fish Jasonius	R	1.50	2.50	3.50
Island Sanctuary	R	1.50	2.50	3.50
Ivory Tower	R	1.50	2.50	4.00
Jade Monolith	R	1.50	2.50	3.50
Jandor's Saddlebags	R	1.50	2.50	4.00
Jayemdae Tome	R	2.00	3.00	4.00
Killer Bees	U	.75	1.50	2.00
Kormus Bell	R	1.50	2.50	3.50

UP YOUR SLEEVE

KARAK ADDICTION

We all like a little bounce every now and then, and Karakas gives us our money's worth all in one tight little package—kinda like Sarah Michelle Gellar, when you think about it. You can set your opponents back, bouncing their legends every turn, or play tricks with the stack by bouncing your own guys after stacking combat damage. It's also cool in combo with Braids, Cabal Minion, since you can bounce her repeatedly to avoid sacking a permanent each turn.



REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and nearly identical to Unlimited cards. Unlisted cards are worth 80% of their rich, vibrant colors while Revised has very dull colors. Cards also had a much lower print run and are more highly sought by collectors.

Full Set (305 cards)	260.00	275.00	300.00
Booster Pack (15 cards)	8.00	10.00	12.00
Booster Box (36 packs)	275.00	300.00	350.00
Starter Deck (30 cards)	25.00	30.00	40.00
Starter Box (10 decks)	260.00	275.00	325.00

Land Tax	R	2.00	4.00	5.00
Leviathan	R	1.50	2.50	4.00
Lifeleech	R	1.50	2.50	4.00
Living Artifact	R	1.50	2.50	3.50
Living Lands	R	1.50	2.50	3.50
Lord of Atlantis	R	2.00	3.00	4.00
Lord of the Pit	R	2.00	3.00	4.00
Magical Hack	R	1.50	2.50	3.50
Mahamoti Djinn	R	3.00	5.00	7.00
Mana Clash	R	1.50	2.50	3.50
Mana Flare	R	1.50	2.50	3.50
Mana Short	R	1.50	2.50	4.00
Mana Vault	R	2.00	3.00	4.00
Manabombs	R	1.50	2.50	3.50
Meekstone	R	1.50	2.50	4.00
Millstone	R	3.00	4.00	5.00
Mind Twist	R	3.00	4.00	5.00
Mishra's Factory	U	2.00	2.50	3.00
Mishra's War Machine	R	1.50	2.50	3.50
Nether Shadow	R	1.50	2.50	3.50
Nevinyrral's Disk	R	2.00	3.00	4.00
Nightmares	R	2.00	3.00	4.00
Northern Paladin	R	2.00	3.00	4.00
Oublet	R	1.50	2.50	3.50
Personal Incarnation	R	1.50	2.50	4.00
Pirate Ship	R	1.50	2.50	3.50
Power Surge	R	1.50	2.50	3.50
Primal Clay	R	1.50	2.50	3.50
Psionic Entity	R	1.50	2.50	3.50
Purelife	R	1.50	2.50	3.50
Rag Man	R	1.50	2.50	4.00
Rebirth	R	1.50	2.50	3.50
Red Mana Battery	R	2.00	3.00	4.00
Relic Bind	R	1.50	2.50	3.50
Reverse Damage	R	1.50	2.50	4.00
Righteousness	R	1.50	2.50	3.50
Royal Assassin	R	4.50	6.00	8.00
Savannah Lions	R	3.00	4.00	5.00
Sengir Vampire	U	1.00	2.00	3.00
Serra Angel	U	2.00	4.00	5.00
Shivan Dragon	R	5.00	7.00	10.00
Sleight of Mind	R	1.50	2.50	3.50
Smoke	R	1.50	2.50	3.50
Sorceress Queen	R	1.50	2.50	4.00
Stasis	R	2.00	3.00	4.00
Strip Mine	U	.75	2.00	2.50
Sundresses of Urza	R	1.50	2.50	3.50
Sylvan Library	R	3.00	4.00	5.00
Tempest Efraet	R	1.50	2.50	3.50
Tetravus	R	2.00	3.00	4.00
The Hive	R	1.50	2.50	3.50
Thoughtlace	R	1.50	2.50	3.50
Timber Wolves	R	1.50	2.50	3.50
Time Elemental	R	1.50	2.50	4.00
Titania's Song	R	1.50	2.50	3.50
Triskelion	R	2.00	3.00	4.00
Urza's Avenger	R	1.50	2.50	3.50
Verduran Enchantress	R	1.50	2.50	4.00
Volcanic Eruption	R	1.50	2.50	3.50
Warp Artifact	R	1.50	2.50	3.50
Web	R	1.50	2.50	3.50
White Mana Battery	R	2.00	3.00	4.00
Will-O'-The-Wisp	R	2.50	3.50	4.50
Winds of Change	R	2.00	3.00	4.00
Winter Orb	R	1.50	2.50	4.00
Wrath of God	R	3.00	5.00	8.00
Xenic Poltergeist	R	1.50	2.50	3.50
Zombie Master	R	1.50	2.50	3.50

Sleight of Mind	R	1.50	2.00	3.00
Smoke	R	1.50	2.00	3.00
Sorceress Queen	R	1.50	2.50	3.50
Stampede	R	1.50	2.50	4.00
Stasis	R	2.00	3.00	4.00
Stromgald Cabal	R	1.50	2.50	4.00
Sulfurous Springs	R	3.00	4.00	7.00
Sylvan Library	R	3.00	4.00	5.00
The Hive	R	1.50	2.00	3.50
The Wretched	R	2.00	3.00	4.00
Time Bomb	R	1.50	2.50	4.00
Time Elemental	R	1.50	2.50	4.00
Titania's Song	R	1.50	2.00	3.50
Truce	R	1.50	2.50	4.00
Underground River	R	4.00	5.00	7.00
Urza's Avenger	R	1.50	2.00	3.50
Verduran Enchantress	R	2.00	3.00	4.00
Warp Artifact	R	1.50	2.00	3.00
Winds of Change	R	2.00	3.00	4.00
Winter Orb	R	1.50	2.50	3.50
Wrath of God	R	4.00	6.00	8.00
Wyliuli Wolf	R	1.50	2.50	4.00
Xenic Poltergeist	R	1.50	2.50	4.00
Zombie Master	R	1.50	2.50	4.00
Zur's Weirding	R	1.50	2.50	4.00

Exile	R	2.00	3.00	4.00
Fallen Angel	R	2.00	3.00	4.00
Fervor	R	2.00	3.00	4.00
Final Fortune	R	2.00	3.00	4.00
Flash	R	2.00	3.00	4.00
Flying Carpet	R	1.50	2.50	3.50
Forbidden Crypt	R	2.00	3.00	4.00
Forget	R	1.50	2.50	3.50
Goblin King	R	2.50	3.50	4.50
Goblin Warrens	R	1.50	2.50	3.50
Greed	R	1.50	2.50	4.00
Griming Totem	R	3.00	4.00	5.00
Hammer of Bogardan	R	4.00	6.00	8.00
Hecatomb	R	1.50	2.50	3.50
Howling Mine	R	3.00	4.50	6.00
Hurricane	R	1.50	2.50	3.50
Icatian Town	R	1.50	2.50	3.50
Illicit Auction	R	2.00	3.00	4.00
Infernal Contract	R	1.50	2.50	3.50
Inferno	R	1.50	2.50	4.00
Jade Monolith	R	1.50	2.00	3.00
Jalum Tome	R	1.50	2.50	3.50
Jayemdae Tome	R	2.00	3.00	4.00
Jokulhaups	R	2.50	3.50	4.50
Juxtapose	R	1.50	2.50	3.50
Karpalus Forest	R	3.00	5.00	7.00
Keldoran Royal Guard	R	1.50	2.50	3.50
Library of Lath-Nam	R	1.50	2.50	3.50
Living Lands	R	1.50	2.00	3.00
Lord of Atlantis	R	3.00	4.00	5.00
Mana Short	R	1.50	2.50	3.50
Manabombs	R	1.50	2.00	3.00
Maro	R	1.50	2.50	3.50
Meekstone	R	1.50	2.50	4.00
Millstone	R	3.00	4.00	5.00
Nature's Resurgence	R	1.50	2.50	3.50
Neocrasavant	R	1.50	2.50	3.50
Nightmare	R	3.00	4.00	5.00
Order of the S. Torch	R	1.50	2.50	3.50
Pearl Dragon	R	1.50	2.50	4.00
Pentagram of the Ages	R	1.50	2.50	3.50
Polymorph	R	1.50	2.50	3.50
Primal Clay	R	1.50	2.00	3.00
Psychic Transfer	R	2.00	3.00	4.00
Rag Man	R	1.50	2.50	3.50
Recall	R	1.50	2.50	3.50
Reckless Embermage	R	1.50	2.50	3.50
Relentless Assault	R	1.50	2.50	4.00
Reverse Damage	R	1.50	2.50	4.00
Ravenous	R	1.50	2.50	3.50
Sengir Autocrat	R	1.50	2.50	3.50
Serenity	R	2.50	3.50	4.50
Shatterstorm	R	1.50	2.50	3.50
Silbiant Spirit	R	1.50	2.50	3.50
Snake Basket	R	2.50	3.50	4.50
Storm Cauldron	R	1.50	2.50	3.50
Stromgald Cabal	R	1.50	2.50	3.50
Sulfurous Springs	R	4.00	5.00	7.00
Sunweb	R	1.50	2.50	3.50
Tariff	R	2.50	3.50	4.50
Teferi's Puzzle Box	R	1.50	2.00	3.00
The Hive	R	3.00	4.00	5.00
Tranquil Grove	R	3.00	4.00	5.00
Uktabi Wildcats	R	1.50	2.50	3.50
Underground River	R	3.00	5.00	7.00
Vampire Tutor	R	4.00	6.00	8.00
Verduran Enchantress	R	2.00	3.00	4.00
Volcanic Dragon	R	3.00	4.00	5.00
Waiting in the Weeds	R	1.50	2.50	3.50
Ward of Denial	R	2.50	3.50	4.50
Wrath of God	R	3.00	7.00	9.00
Wyliuli Wolf	R	1.50	2.50	3.50
Zombie Master	R	1.50	2.50	3.50
Zur's Weirding	R	1.50	2.50	3.50

SIXTH EDITION VI

WIZARDS OF THE COAST-1999

Full Set (350 cards)	150.00	185.00	190.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	70.00	80.00	110.00
Starter Deck (75 cards)	8.00	9.00	10.00
Starter Box (12 decks)	80.00	90.00	110.00
Unlisted Uncommons	.25	.50	1.00
Unlisted Commons	.10	.20	.25

Unlisted cards are worth the same as their Fifth Edition equivalents.

MONEY MAKER

RECURRING NIGHTMARE

With all the graveyard tricks available in *Odyssey*, players will be looking for more and more Nightmares. Though Survival Of The Fittest is only allowed in Type 1 tournaments now, there are still plenty of cool ways—like **Zombie Infestation**—to fill your graveyard with good stuff. That'll leave 'em ripe for the Nightmare's pickin'. It'll jump a couple of bucks in the near future, and keep an eye out for **Freddy Krueger!** Oooooo... He gives us the willies.



Illustration by Jeff Laubenstein

FIFTH EDITION

WIZARDS OF THE COAST-1997

Full Set (434 cards)	180.00	200.00	240.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	75.00	80.00	100.00
Starter Deck (60 cards)	8.00	9.00	10.00
Starter Box (12 decks)	80.00	90.00	110.00
Unlisted Uncommons	.25	.50	1.00
Unlisted Commons	.10	.20	.25

Adarkar Wastes	R	4.00	5.00	7.00
Akron Legionnaire	R	1.50	2.50	4.00
Aladdin's Ring	R	1.50	2.50	4.00
An-Hava Constable	R	1.50	2.50	4.00
Animate Wall	R	1.50	2.00	3.00
Ankh of Mishra	R	1.50	2.50	4.00
Armageddon	R	3.00	5.00	6.00
Aspect of Wolf	R	1.50	2.00	3.50
Bad Moon	R	3.00	4.00	5.00
Barf's Cage	R	3.00	4.00	5.00
Birds of Paradise	R	3.00	14.00	20.00
Blinking Spirit	R	3.00	4.00	5.00
Bottle of Suleiman	R	1.50	2.00	3.50
Bottomless Vault	R	2.00	3.00	4.00
Broken Visage	R	1.50	2.50	4.00
Brushland	R	4.00	5.00	7.00
Caribou Range	R	1.50	2.50	4.00
City of Brass	R	4.00	5.00	8.00
Clockwork Beast	R	1.50	2.50	4.00
Cockatrice	R	1.50	3.00	4.00
Colossus of Sardia	R	2.00	3.00	4.00
Coral Helm	R	1.50	2.00	3.00
Crown Manticore	R	1.50	2.00	3.50
Crown of the Ages	R	1.50	2.50	4.00
Crusade	R	3.00	5.00	7.00
Dance of Many	R	1.50	2.50	4.00
Dancing Scimitar	R	1.50	2.00	3.50
Deflection	R	2.00	3.00	4.00
Dereler	R	1.50	3.00	4.00

Leviathan	R	1.50	2.50	3.50
Lhurgyf	R	3.00	4.00	6.00
Living Artifact	R	1.50	2.00	3.00
Living Lands	R	1.50	2.00	3.00
Lord of Atlantis	R	3.00	4.00	5.00
Lord of the Pit	R	2.00	3.00	4.00
Magical Hack	R	1.50	2.00	3.00
Magus of the Unseen	R	1.50	2.50	4.00
Mana Clash	R	1.50	2.50	4.00
Mana Flare	R	3.00	4.00	5.00
Mana Vault	R	2.00	3.00	4.00
Manabombs	R	1.50	2.00	3.50
Meekstone	R	1.50	2.50	4.00
Millstone	R	3.00	4.00	5.00
Neotectonics	R	3.00	4.00	5.00
Nether Shadow	R	1.50	2.00	3.50
Nevinyrral's Disk	R	2.00	3.00	4.00
Nightmare	R	3.00	4.00	5.00
Obelisk of Undoing	R	1.50	2.50	4.00
Orish's Squatters	R	1.50	2.50	4.00
Order of the S. Torch	R	1.50	2.50	4.00
Urga	R	1.50	2.50	4.00
Pentagram of the Ages	R	1.50	2.50	4.00
Personal Incarnation	R	1.50	2.50	4.00
Pirate Ship	R	1.50	2.00	3.50
Pox	R	1.50	2.50	4.00
Primal Clay	R	1.50	2.00	3.50
Primal Order	R	1.50	2.50	4.00
Rag Man	R	1.50	2.50	4.00
Recall	R	1.50	2.50	4.00
Reverse Damage	R	1.50	2.50	4.00
Righteousness	R	1.50	2.00	3.50
Sand Sifts	R	1.50	2.50	4.00
Sengir Autocrat	R	1.50	2.50	4.00
Seraph	R	3.00	4.00	5.00
Serpent Generator	R	2.00	3.00	4.00
Shivan Dragon	R	5.00	7.00	10.00
Silbiant Spirit	R	1.50	2.50	4.00

● Abyssal HunterR	2.00	3.00	4.00
● Adarkar WastesR	3.00	5.00	7.00
● Aladdin's RingR	1.50	2.50	3.50
● Amber PrisonR	1.50	2.50	3.50
● Ancestral MemoriesR	1.50	2.50	3.50
○ Animate WallR	1.50	2.00	3.00
● Ankh of MishraR	1.50	2.50	3.50
○ ArchangelR	3.00	5.00	6.00
● ArmageddonR	2.50	3.50	5.00
● Ashen PowderR	2.00	3.00	4.00
● Baldunov HordeR	2.00	3.00	4.00
● Birds of ParadiseR	9.00	14.00	20.00
● Bottle of SuleimanR	1.50	2.00	3.00
● BrushlandR	3.00	5.00	7.00
● Call of the WildR	2.00	3.00	4.00
○ Celestial DawnR	2.50	3.50	4.50
● City of BrassR	4.00	5.00	8.00
● Crimson HelkiteR	3.00	4.00	7.00
● CrusadeR	3.00	4.00	5.00
● Danced TalemR	2.00	3.00	4.00
● Daring ScoutairR	1.50	2.00	3.00
● Daring ApprenticeR	1.50	2.50	3.50
● DeflectionR	2.00	3.00	4.00
● Dense FoliageR	2.50	3.50	4.50
● DerelerR	1.50	2.50	3.50
● DesertionR	2.00	3.00	4.00
● Diminishing ReturnsR	1.50	2.50	3.50
● Dingus EggR	1.50	2.50	3.50
● Disrupting ScepterR	1.50	2.50	3.50
● DoomsdayR	2.00	3.00	4.00
● Dragon EngineR	1.50	2.00	3.00
● Dragon HarvestR	1.50	2.50	3.50
● Early HarvestR	2.50	3.50	4.50
● EarthquakeR	1.50	2.50	3.50
● Elder DruidR	1.50	2.50	3.50
● Elvish ArchersR	1.50	2.50	3.50
○ Enlightened TutorR	1.50	2.00	3.00
● Ethereal ChampionR	1.50	2.50	3.50

MAGIC

The Gathering

Price Guide

<ul style="list-style-type: none"> Circle of Protection: Red (Foil) C 2.50 3.50 5.00 City of Brass C 4.00 8.00 8.00 City of Brass (Foil) R 40.00 85.00 85.00 Coat of Arms R 6.00 10.00 13.00 Coat of Arms (Foil) R 20.00 30.00 40.00 Counterspell (Foil) C 10.00 18.00 27.00 Creeping Mold (Foil) U 2.00 3.00 5.00 Crimson Helikite R 3.00 4.00 7.00 Crimson Helikite (Foil) R 12.00 17.00 23.00 Daring Apprentice R 1.50 2.00 3.00 Darkest Hour R 1.50 2.50 3.50 Deflection R 2.00 3.00 4.00 Delusions of Mediocrity R 1.50 2.00 3.00 Dingus Eye R 1.50 2.50 3.50 Disenchant (Foil) C 5.00 8.00 11.00 Disrupting Scepter R 1.50 2.00 3.00 Drugs of Sorrow R 1.50 2.00 3.00 Duress (Foil) C 5.00 6.00 8.00 Early Harvest R 1.50 2.00 3.00 Earthquake R 2.50 3.50 4.50 Earthquake (Foil) R 10.00 18.00 23.00 Eastern Paladin R 2.00 3.00 4.00 Elder Druid R 1.50 2.00 3.00 Elite Archers R 1.50 2.00 3.00 Elvish Archers R 1.50 2.50 3.50 Elvish Champion R 3.00 4.00 5.00 Elvish Piper R 4.00 6.00 8.00 Elvish Piper (Foil) R 7.00 10.00 14.00 Ensnaring Bridge R 3.00 4.50 8.00 Ensnaring Bridge (Foil) R 11.00 15.00 18.00 Equilibrium R 2.50 3.00 4.50 Evacuation R 1.50 2.00 3.00 Fallen Angel R 2.00 3.00 4.00 Fallen Angel (Foil) R 12.00 18.00 25.00 Feroz's Ban R 1.50 2.00 3.00 Fervor R 2.00 3.00 4.00 Final Fortune R 1.50 2.00 3.00 Fire Diamond (Foil) U 3.00 5.00 7.00 Fleeting Image R 1.50 2.00 3.00 Flying Carpet R 1.50 2.00 3.00 Fyrard's Wisdom (Foil) U 4.00 6.00 8.00 Giant Growth (Foil) C 4.00 4.50 7.00 Glorious Anthem R 4.00 5.00 6.00 Glorious Anthem (Foil) R 10.00 15.00 20.00 Goblin King R 2.50 3.50 4.50 Grafted Skullcap R 1.50 2.50 3.50 Greed R 1.50 2.00 3.00 Howling Mine R 3.00 5.00 7.00 Howling Mine (Foil) R 15.00 23.00 30.00 Hurricane R 1.50 2.00 3.00 Impatience R 1.50 2.00 3.00 Infernal Contract R 1.50 2.50 3.50 Inferno R 1.50 2.00 3.00 Intrepid Hero R 2.00 3.00 4.00 Jalum Tome R 1.50 2.00 3.00 Jandor's Saddlebags R 1.50 2.00 3.00 Jayemdae Tome R 1.50 2.00 3.00 Karpalus Forest R 3.00 5.00 8.00 Karpalus Forest (Foil) R 30.00 35.00 45.00 Kieldoran Royal Guard R 1.50 2.00 3.00 Llanowar Elves (Foil) C 5.00 8.00 10.00 Lord of Atlantis R 3.00 4.00 5.00 Lord of Atlantis (Foil) R 8.00 12.00 18.00 Mahamoti Djinn R 3.00 4.00 7.00 Mahamoti Djinn (Foil) R 18.00 25.00 32.00 Mana Clash R 1.50 2.00 3.00 Mans Short R 1.50 2.50 3.50 Marble Diamond (Foil) U 4.00 6.00 8.00 Maro R 1.50 2.50 4.00 Master Healer R 1.50 2.00 3.00 Mawcor R 1.50 2.00 3.00 Milestone R 1.50 2.50 3.50 Megrim R 2.00 3.00 4.00 Megrim (Foil) U 5.00 8.00 10.00 Memory Lapse (Foil) C 3.00 4.00 5.00 Might of Oaks R 4.00 5.00 6.00 Might of Oaks (Foil) R 12.00 16.00 20.00 Milestone R 3.00 4.00 5.00 Milestone (Foil) R 15.00 24.00 40.00 Nature's Resurgence R 1.50 2.00 3.00 Nature's Revolt R 1.50 2.00 3.00 Nightmare R 3.00 4.00 5.00 Nightmare (Foil) R 14.00 20.00 24.00 Northern Paladin R 3.00 4.00 5.00 Okk R 1.50 2.00 3.00 Opposition R 3.00 5.00 7.00 Oppression R 1.50 2.00 3.00 Pariah R 2.00 3.00 4.00 Persecute R 2.50 3.50 4.50 Persecute (Foil) R 10.00 15.00 18.00 	<ul style="list-style-type: none"> Phyrexian Colossus R 2.50 3.50 4.50 Phyrexian Colossus (Foil) R 12.00 15.00 24.00 Pillage R 7.50 1.50 2.00 Pillage (Foil) U 3.00 4.00 6.00 Prodigal Sorcerer (Foil) C 4.00 5.00 6.00 Purify R 1.50 2.00 3.00 Rag Man R 1.50 2.00 3.00 Reckless Embergaze R 1.50 2.00 3.00 Relentless Assault R 2.00 3.00 4.00 Reprocess R 1.50 2.00 3.00 Revenant R 1.50 2.00 3.00 Reverse Damage R 1.50 2.50 3.50 Rolling Stones R 1.50 2.50 3.50 Rowen R 1.50 2.00 3.00 Sacred Ground R 1.50 3.00 3.50 Seismic Assault R 2.00 3.00 4.00 Serra Advocate U 1.00 1.50 2.50
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STRANGE BREW

NEIL SHATNER
James T. Kirk, Iowa farm boy turned Starfleet captain. But what we want to know is why in the name of the Alpha Quadrant anyone would name their child "Tiberius." His brother was George Samuel Kirk, so maybe Jimmy's folks just hated him alone. We dunno. Maybe he had an illegitimate Roman father or maybe it's Denevian for "he who gets his shirt ripped off a lot and makes it with chicks in miniskirts." Your guess is as good as ours. Although we like to think he wasn't named after the guano-generating Tiberian Bats.

<ul style="list-style-type: none"> Serra Advocate (Foil) U 8.00 13.00 18.00 Serra Angel R 4.00 6.00 8.00 Serra Angel (Foil) R 55.00 85.00 80.00 Shivan Dragon R 5.00 7.00 12.00 Shivan Dragon (Foil) R 40.00 50.00 70.00 Shock (Foil) C 3.00 4.00 6.00 Sky Diamond (Foil) U 4.00 5.00 7.00 Southern Paladin R 3.00 4.00 5.00 Spirit Link (Foil) U 5.00 7.00 11.00 Static Orb R 4.00 5.00 6.00 Stone Rain (Foil) C 3.00 4.00 6.00 Storm Cauldron R 1.50 2.00 3.00 Stronghold Assassin R 1.50 2.50 3.50 Sulfurous Springs R 3.00 4.00 6.00 Sulfurous Springs (Foil) R 30.00 35.00 45.00 Sunweb R 1.50 2.50 3.50 Tainted Ether R 1.50 2.00 3.00 Teferi's Puzzle Box R 1.50 3.00 4.00 Temporal Adept R 1.50 3.00 4.00 Thorn Elemental R 3.00 4.00 6.00 Trained Orp R 1.50 2.00 3.00 Uktabi Wildcats R 1.50 2.50 3.50 Underground River R 3.00 5.00 7.00 Underground River (Foil) R 30.00 35.00 45.00 Verduran Enchantress R 2.00 3.00 4.00 Verduran Enchantress (Foil) R 8.00 10.00 15.00 Vernal Bloom R 1.50 2.50 3.50 Vizzerdix R 1.50 2.00 3.00 Volcanic Hammer (Foil) C 3.00 4.00 7.00 Wall of Wonder R 1.50 2.00 3.00 Western Paladin R 2.50 3.50 4.50 Wildfire R 3.00 4.00 5.00 Worship R 3.00 4.00 6.00 Worship (Foil) R 12.00 20.00 28.00 Wrath of God R 5.00 7.00 8.00 Wrath of God (Foil) R 50.00 65.00 80.00 Yavimaya Enchantress (Foil) U 4.00 6.00 8.00 	<ul style="list-style-type: none"> Inland Fish Jasconius R 4.00 6.00 8.00 Island of Wak-Wak R 18.00 30.00 40.00 Jandor's Ring R 2.50 4.00 6.00 Jandor's Saddlebags R 2.50 4.00 6.00 Jeweled Bird U 3.00 4.00 6.00 Jihad R 20.00 30.00 40.00 Junin Efreet R 5.00 7.00 10.00 Juzzam Djinn R 10.00 15.00 18.00 Khabal Ghoul U 15.00 22.00 36.00 King Suleiman R 8.00 12.00 16.00 Kird Ape C 2.00 3.00 4.00 Library of Alexandria U 70.00 90.00 110.00 Magnetic Mountain U 2.00 3.00 4.00 Merchant Ship U 3.00 5.00 7.00 Milae Djinn R 4.00 6.00 8.00 Mountain C 6.00 8.00 12.00 Oasis U 2.00 4.00 5.00 Old Man of the Sea R 13.00 21.00 30.00 Oubliette C 2.50 3.50 4.50 Piety C 2.00 3.00 4.00 Pyramid R 10.00 14.00 18.00 Repentant Blacksmith R 3.00 4.00 6.00 Ring of Ma'ru R 20.00 28.00 35.00 Rukh Egg C 4.00 7.00 12.00 Sandals of Abdallah U 2.00 4.00 6.00 Serendib Djinn R 15.00 20.00 25.00 Serendib Efreet R 18.00 25.00 35.00 Shahrazad R 10.00 25.00 32.00 Shinab R 2.00 4.00 5.00 Singing Tree R 7.00 25.00 32.00 Sorceress Queen U 5.00 8.00 10.00 Stone-Throwing Devils C 3.00 4.00 5.00 Wyluli Wolf C 1.50 2.50 4.00 Yvonen Efreet R 4.00 7.00 9.00
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ARABIAN NIGHTS

WIZARDS OF THE COAST-1993

Full Set (78 cards)	850.00	925.00	1000.00
Booster Pack (8 cards)	85.00	90.00	95.00
Booster Box (80 packs)	4000.00	4200.00	4600.00
Unlisted Commons	.75	1.50	3.00

- Abu Ja'far U 3.00 4.00 6.00
- Aladdin R 3.00 5.00 7.00
- Aladdin's Lamp R 3.00 4.00 6.00
- Aladdin's Ring R 4.00 6.00 8.00
- Ali Baba U 2.00 3.00 4.00
- Ali from Cairo U 40.00 55.00 80.00
- Army of Allah C 2.00 3.50 5.00
- Bazaar of Baghdad U 15.00 21.00 25.00
- Bottle of Suleiman R 3.00 4.00 6.00
- Brass Man U 1.50 3.00 4.00
- Camel C 1.00 2.00 3.00
- City in a Bottle R 8.00 9.00 14.00
- City of Brass U 20.00 30.00 40.00
- Cyclone U 2.00 4.00 6.00
- Dancing Scimitar R 2.00 3.00 5.00
- Desert C 1.00 2.50 4.00
- Desert Twister U 2.00 4.00 5.00
- Diamond Valley R 35.00 50.00 60.00
- Drop of Honey R 15.00 30.00 40.00
- Ebony Horse R 2.50 4.00 6.00
- El-Hajjaj R 3.00 4.00 7.00
- Elephant Graveyard R 14.00 22.00 25.00
- Enr Raiders C 1.00 2.00 3.00
- Erdnam Djinn R 14.00 18.00 24.00
- Eye for an Eye U 2.00 3.00 6.00
- Flying Carpet U 2.00 3.00 5.00
- Flying Men C 2.50 3.50 5.00
- Guardian Beast R 25.00 40.00 60.00
- Hi-Biff Efreet R 12.00 18.00 30.00

ANTIQUITIES

WIZARDS OF THE COAST-1994

Full Set (100 cards)	250.00	265.00	310.00
Booster Pack (8 cards)	15.00	22.00	27.00
Booster Box (80 packs)	850.00	900.00	950.00
Unlisted Commons	1.00	2.00	3.00
Unlisted Commons	.50	.75	1.00

- Argvian Archaeologist R 12.00 18.00 30.00
- Armageddon Clock R 2.50 3.50 5.00
- Ashnod's Altar R 1.00 2.00 3.00
- Ashnod's Battle Gear R 1.00 2.00 3.00
- Bronze Tablet R 2.50 3.50 6.00
- Candelabra of Tawnos R 24.00 35.00 45.00
- Clockwork Avian R 3.00 4.00 6.00
- Colossus of Sardia R 3.00 5.00 7.00
- Corral Helm R 2.50 3.50 5.00
- Feilden's Cane U 2.00 3.00 6.00
- Gaea's Avenger R 3.00 5.00 8.00
- Gate to Phyrexia R 2.00 3.00 4.00
- Golden Sylix R 3.00 4.00 6.00
- Hurky's Recall R 2.00 3.00 7.00
- Ivory Tower U 4.00 6.00 8.00
- Jalum Tome R 2.00 3.00 5.00
- Mightstone U 2.00 3.00 4.00
- Milestone U 4.00 6.00 9.00
- Mishra's Factory (Foil) U 5.00 7.00 10.00
- Mishra's Factory (Spring) R 4.00 8.00 12.00
- Mishra's Factory (Summer) U 8.00 10.00 18.00
- Mishra's Factory (Winter) R 10.00 15.00 18.00
- Mishra's War Machine R 4.00 5.00 6.00
- Mishra's Workshop R 22.00 30.00 38.00
- Obeisk of Undoing R 5.00 7.00 8.00
- Power Artifact R 4.00 6.00 7.00
- Shapeshifter R 3.00 4.00 5.00
- Shatterstorm R 2.50 3.50 8.00
- Strip Mine (Horizon, Even) U 3.00 6.00 8.00
- Strip Mine (Horizon, Uneven) R 4.50 6.00 8.00
- Strip Mine (No Horizon) U 4.50 6.00 8.00
- Strip Mine (Small Tower) R 7.00 10.00 13.00
- Su-Chi R 4.00 6.00 8.00
- Tawnos's Coffin R 3.00 4.00 12.00
- Tetravus R 3.00 4.00 6.00
- The Rack U 3.00 4.00 5.00
- Transmute Artifact U 3.00 4.00 5.00
- Triskelon R 3.00 4.00 8.00
- Urza's Avenger R 2.50 3.50 6.00
- Urza's Miter R 3.00 4.00 5.00
- Yavymoth Demon R 3.00 4.00 7.00

LEGENDS

WIZARDS OF THE COAST-1994

Full Set (310 cards)	750.00	800.00	950.00
Booster Pack (16 cards)	25.00	30.00	45.00
Booster Box (36 packs)	850.00	875.00	1100.00
Unlisted Commons	1.00	2.00	3.00
Unlisted Commons	.50	.75	1.00

- Acid Rain R 8.00 13.00 18.00
- Adun Oakenshield R 5.00 7.00 11.00
- Akron Legionnaire R 2.50 3.50 8.00
- Al-abara's Carpet R 4.50 6.00 8.00
- Alchor's Tomb R 5.00 7.00 9.00
- All Hallow's Eve R 15.00 22.00 28.00
- Angelic Voices R 4.00 6.00 8.00
- Angus Mackenzie R 6.00 9.00 11.00
- Arboria U 3.00 4.00 5.00
- Arcades Sabbath R 6.00 8.00 13.00
- Arena of the Ancients R 2.00 3.00 5.00
- Axeirod Gunnarson R 3.00 5.00 8.00
- Ayesha Tanaka R 3.00 4.00 7.00
- Bartel Runeaxe R 5.00 7.00 11.00
- Boris Devilboon R 5.00 7.00 11.00
- Bronze Horse R 3.00 4.00 5.00
- Carion Arts R 3.00 5.00 8.00
- Caverns of Despair R 3.00 4.00 8.00
- Chain Lightning C 2.00 4.00 5.00
- Chains of Mirth R 15.00 20.00 25.00
- Chromium R 6.00 9.00 12.00
- Cleanse R 7.00 9.00 12.00
- Concordant Crossroads R 4.00 6.00 8.00
- Cosmic Horror R 4.00 5.00 8.00
- Crimson Mantle R 2.50 3.50 8.00
- Dakkon Blackblade R 3.00 6.00 9.00
- Dischord R 4.50 6.00 8.00
- Divine Intervention R 5.00 7.00 9.00
- Divine Transformation R 3.00 4.00 7.00
- Dream Coast U 3.00 4.00 5.00
- Elder Land Worm R 4.00 5.00 8.50
- Elder Spawn R 2.50 4.00 6.00
- Elven Riders R 3.00 4.00 5.00
- Eureka R 15.00 22.00 30.00
- Falling Star R 5.00 8.00 10.00
- Field of Dreams R 9.00 11.00 14.00
- Firestorm Phoenix R 8.00 10.00 16.00
- Forethought Amulet R 4.50 6.00 8.00
- Gabriel Angelfire R 3.00 4.50 8.00
- Gauntlets of Chaos R 6.00 8.00 10.00
- Gosta Dirk R 3.00 4.50 8.00

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

PRICE DATA

WENT UP WENT DOWN HEAVY TRADING NEW SET

● Jovial Sphere	6.00	9.00	12.00
● Greater Realm	3.00	4.00	5.00
● Greed	3.00	5.00	7.00
● Gwendolyn Di Corvo	7.00	10.00	15.00
● Haldrane	5.00	7.00	9.00
● Hammerheim	2.50	3.50	4.50
● Hazzeno Tamar	3.00	5.00	10.00
● Hell's Caretaker	4.00	6.00	9.00
● Hellfire	7.00	10.00	13.00
● Horn of Deafening	2.50	3.50	8.00
● Imprison	3.00	6.00	8.00
● In the Eye of Chaos	4.00	6.00	9.00
● Infernal Medusa	3.00	4.00	5.00
● Infinite Authority	3.00	4.50	8.00
● Invoke Precipice	6.00	10.00	14.00
● Jacques le Vert	6.00	9.00	12.00
● Johan	4.00	6.00	10.00
● Jovial Evil	7.00	9.00	12.00
● Juxtopose	4.00	5.00	8.00
● Karakas	2.50	3.50	4.50
● Kai Takahashi	3.00	5.00	8.00
● Killer Bees	5.00	7.00	9.00
● Knowledge Vault	5.00	7.00	10.00
● Kobold Drill Sergeant	5.00	7.00	8.00
● Kobold Overlord	8.00	11.00	14.00
● Kobold Taskmaster	4.50	6.00	10.00
● Lady Caleria	4.00	6.00	9.00
● Lady Evangela	5.00	6.00	8.00
● Land Equilibrium	7.00	10.00	14.00
● Life Chisel	3.00	5.00	7.00
● Life Matrix	4.00	6.00	8.00
● Lifeblood	4.50	6.00	8.00
● Living Plane	5.00	9.00	12.00
● Livonya Stone	5.00	7.00	10.00
● Mana Drain	25.00	35.00	50.00
● Mana Matrix	5.00	7.00	10.00
● Master of the Hunt	7.00	10.00	15.00
● Mirror Universe	40.00	50.00	70.00
● Moat	35.00	48.00	60.00
● Mold Demon	3.00	5.00	8.00
● Nebuchadnezzar	4.00	5.00	8.00
● Nether Void	27.00	37.00	55.00
● Nicol Bolos	3.00	11.00	15.00
● North Star	4.00	6.00	8.00
● Nova Pentacle	4.50	6.00	12.00
● Palladia-Mors	7.00	9.00	13.00
● Pendelhaven	3.00	4.00	5.00
● Petra Sphinx	3.00	4.00	6.00
● Pixie Queen	4.00	5.00	8.00
● Planar Gate	5.00	8.00	11.00
● Presence of the Master U	3.00	4.00	5.00
● Psionic Entity	3.00	4.00	6.00
● Quarum Trench GnomesR	5.00	7.00	9.00
● Ragnar	3.00	4.00	8.00
● Ramses Overdark	5.00	7.00	12.00
● Rapid Fire	3.00	4.00	8.00
● Rasputin Dreamweaver	4.00	6.00	8.00
● Rebirth	3.00	4.00	5.00
● Recall	4.00	6.00	8.00
● Reset	3.00	4.00	5.00
● Revelation	3.00	4.00	7.00
● Reverberation	3.00	6.00	9.00
● Ring of Immortals	5.00	7.00	10.00
● Ringhah of Kher Keep	6.00	8.00	10.00
● Rubinia Soulsinger	4.50	6.00	10.00
● Sentinel	3.00	4.50	6.00
● Serpent Generator	4.00	5.00	8.00
● Sol'kaner Swamp King	5.00	8.00	11.00
● Spectral Cloak	3.00	4.00	5.00
● Spinal Villain	4.00	7.00	10.00
● Spirit Link	3.00	4.00	5.00
● Spiritual Sanctuary	5.00	7.00	10.00
● Stango	3.00	4.50	8.00
● Storm Seeker	2.00	3.00	4.50
● Storm World	3.00	5.00	7.00
● Sword of the Ages	10.00	15.00	20.00
● Sylvan Library	4.00	5.00	8.00
● Telekinesis	4.00	6.00	8.00
● Teleport	3.00	5.00	8.00
● Tempest Etriet	2.50	3.50	5.00
● Tetsuo Umezawa	8.00	11.00	14.00
● The Abyss	35.00	50.00	65.00
● The Tabernacle at P.Y.	16.00	21.00	27.00
● The Wretched	3.00	5.00	8.00
● Thunder Elemental	12.00	18.00	28.00
● Time Spirit	4.00	7.00	12.00
● Tolaria	2.00	4.00	5.00
● Triassic Egg	3.00	4.00	8.00
● Tukuri Deathlock	4.50	6.00	8.00
● Typhoon	3.00	4.00	8.00
● Underworld Dreams	15.00	24.00	30.00
● Ur-Drago	3.00	4.50	8.00
● Urborg	2.00	3.00	4.00
● Vaevictis Asmadi	7.00	9.00	12.00
● Voodoo Doll	3.00	4.00	5.00
● Wall of Opposition	2.50	3.50	6.00
● Willow Satyr	4.00	5.00	8.00
● Winter Blast	3.00	4.00	6.00
● Wood Elemental	3.00	4.00	6.00
● Xira Arien	3.00	4.50	8.00

THE DARK

WIZARDS OF THE COAST-1994

Full Set (119 cards)	100.00	120.00	140.00
Booster Pack (8 cards)	7.00	8.00	10.00
Booster Box (60 packs)	290.00	305.00	320.00
Unlisted Uncommons	1.00	2.00	3.00
Unlisted Commons	.25	.50	.75

● Apprentice Wizard	R	1.00	2.00	3.00
● Ball Lightning	R	7.00	11.00	17.00
● Barf's Cage	R	2.50	3.50	4.50
● Blood Moon	R	1.50	2.50	4.00
● City of Shadows	R	2.00	3.00	4.00
● Cleansing	R	1.50	2.50	4.50
● Dance of Many	R	2.50	3.50	4.50
● Eternal Flame	R	3.00	4.00	5.00
● Exorcist	R	3.00	4.00	6.00
● Frankenstein's Monster	R	3.00	4.00	6.00
● Goblin Wizard	R	4.00	6.00	7.00
● Grave Robbers	R	1.00	2.00	4.50
● Hidden Path	R	2.00	3.00	4.00
● Inferno	R	1.50	2.50	5.00
● Knights of Thorn	R	1.50	3.00	4.50
● Leviathan	R	2.50	3.50	5.00
● Lurker	R	1.50	2.50	5.00
● Mana Clash	R	1.50	2.50	3.50
● Mana Vortex	R	1.00	2.00	3.00
● Martyr's Cry	R	1.00	2.00	4.00
● Maze of Ith	U	6.00	9.00	11.00
● Melfish Assassin	U	2.00	3.00	5.00
● Mind Bomb	R	1.00	2.00	3.00
● Nameless Race	R	1.50	2.50	4.50
● Niall Sivilair	R	1.00	2.00	3.00
● Preacher	R	4.00	6.00	8.00
● Rag Man	R	1.00	2.00	3.00
● Safe Haven	R	3.00	4.00	5.00
● Scarwood Bandits	R	1.50	2.50	4.00
● Season of the Witch	R	1.50	2.50	4.00
● Sorrow's Path	R	1.50	2.50	3.50
● Stone Calendar	R	3.00	4.00	5.00
● Tracker	R	2.00	3.00	4.00
● War Barge	U	1.50	3.00	4.00
● Witch Hunter	R	1.50	2.50	4.00
● Worms of the Earth	R	1.50	2.50	4.00
● Wormwood Treefolk	R	1.50	2.50	3.50

ICE AGE

WIZARDS OF THE COAST-1995

Full Set (363 cards)	170.00	180.00	200.00
Booster Pack (16 cards)	3.00	4.00	5.00
Booster Box (36 packs)	100.00	110.00	140.00
Starter Deck (60 cards)	5.00	10.00	12.00
Starter Box (10 decks)	90.00	100.00	120.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.25	.35

● Abyssal Specter	U	1.00	1.50	2.50
● Aetherial Wastes	R	3.00	5.00	7.00
● Aegis of the Meek	R	1.50	2.00	3.00
● Altar of Bone	R	1.50	2.00	3.00
● Amulet of Urooz	R	1.50	2.00	3.00
● Anarchy	U	1.00	1.50	2.50
● Balduvian Hydra	R	1.50	2.50	3.50
● Blinking Spirit	R	3.00	4.00	5.00
● Blizzard	R	1.00	2.00	3.00
● Brand of Ill Omen	R	1.50	2.00	3.00
● Brushland	R	3.00	4.00	6.00
● Call to Arms	R	1.00	2.00	3.00
● Scarboro Range	R	1.50	2.50	3.50
● Celestial Sword	R	1.50	2.00	3.00
● Chaos Lord	R	1.50	2.00	3.00
● Chaos Moon	R	1.00	2.00	3.00
● Chromatic Armor	R	1.50	2.00	3.00
● Crown of the Ages	R	1.50	2.50	3.50
● Curse of Marit Lage	R	1.50	2.00	3.00

UP YOUR SLEEVE

TASKS AT HAND

Here's a card with some nasty combo potential. Since the Magic rules now let you activate *en-Kar* creatures as many times as you want to, just point one at your Task Force, giving it infinite toughness. Then sacrifice it to Worthy Cause and gain a kajillion life. Or to be even meaner, About Face the Force and then attack with it. Fling it at your opponent or knock out his library with Altar of Dementia. Who in the heck says the Task force is a crappy card? It's a force to be reckoned with, most definitely.



Whenever Task Force becomes the target of a spell or ability, it gets +0/+3 until end of turn.

They are the reflection of Rushwood's glow on the edge of a wooden record.

FALLEN EMPIRES

WIZARDS OF THE COAST-1994

Full Set (187 cards)	30.00	40.00	45.00
Booster Pack (8 cards)	.75	1.50	1.50
Booster Box (60 packs)	35.00	40.00	50.00
Unlisted Uncommons	.50	1.00	2.00
Unlisted Commons	.10	.20	.25

● Aeopile	R	1.00	2.00	3.00
● Balm of Restoration	R	.75	1.00	1.50
● Bottomless Vault	R	.75	1.00	1.50
● Breeding Pit	U	1.00	1.50	2.50
● Conch Horn	R	.75	1.00	2.00
● Delir's Cube	R	.75	1.00	2.00
● Derafor	R	2.00	3.00	4.00
● Draconian Cylx	R	.75	1.00	1.50
● Dwarven Armorer	R	1.00	2.00	3.00
● Dwarven Hold	R	1.00	2.00	3.00
● Ebon Preator	R	.75	1.00	1.50
● Elven Lyre	R	1.50	2.00	2.50
● Elvish Farmer	R	1.00	2.00	3.00
● Fungal Bloom	R	.75	1.00	1.50
● Goblin Fillet	R	.75	1.00	1.50
● Goblin Warrens	R	1.00	2.00	3.00
● Hand of Justice	R	.75	1.00	1.50
● Hollow Trees	R	.75	1.00	1.50
● Homarid Shaman	R	.75	1.00	1.50
● Icatian Lieutenant	R	.75	1.00	1.50
● Icatian Skinmelters	R	1.00	2.00	3.00
● Icatian Storm	R	.75	1.00	1.50
● Icatian Town	R	.75	1.00	1.50
● Implements of Sacrifice	R	2.00	3.00	4.00
● Orgy	R	1.50	2.50	3.50
● Rainbow Vale	R	.75	1.00	1.50
● Ring of Renewal	R	1.00	2.00	3.00
● River Merfolk	R	.75	1.00	1.50
● Sand Sliver	R	.75	1.00	1.50
● Spirit Shield	R	.75	1.00	1.50

● Deflection	R	3.00	4.00	5.00
● Demonic Consultation	U	.75	1.50	2.00
● Despoiled Scepter	R	1.50	2.50	3.50
● Dread Wight	R	1.00	2.00	3.00
● Dwarven Armory	R	1.50	2.50	4.00
● Earthlink	R	1.00	2.00	3.00
● Elder Druid	R	1.50	2.50	3.50
● Elemental Augury	R	1.50	2.00	3.00
● Elkin Bottle	R	1.50	2.50	3.50
● Enduring Renewal	R	2.50	4.00	6.00
● Energy Storm	R	1.00	2.00	3.00
● Fiery Justice	R	1.50	2.00	3.00
● Flooded Woodlands	R	1.50	2.00	3.00
● Flow of Maggots	R	1.50	2.00	3.00
● Forbidden Lore	R	1.50	2.00	3.00
● Formation	R	1.00	2.00	3.00
● Freyalise's Winds	R	1.50	2.00	3.00
● Fyndhorn Pollen	R	1.50	2.00	3.00
● Game of Chaos	R	1.50	2.00	3.00
● General Jarkeld	R	1.50	2.00	3.00
● Ghostly Flame	R	1.00	2.00	3.00
● Glacial Cravasses	R	1.50	2.00	3.00
● Glaciers	R	1.50	2.00	3.00
● Goblin Lyre	R	1.00	2.00	3.00
● Gravebind	R	1.00	2.00	3.00
● Halls of Mist	R	1.50	2.50	4.50
● Hecatomb	R	2.50	3.50	4.50
● Hot Springs	R	1.50	2.00	3.00
● Ice Cauldron	R	2.00	3.00	4.00
● Ice Manipulator	U	3.00	5.00	7.00
● Ice Prison	R	1.50	2.00	3.00
● Illusory Presence	R	1.50	2.00	3.00
● Illusions of Grandeur	R	5.00	8.00	8.00
● Infernal Darkzen	R	2.00	3.00	4.00
● Infernal Denizen	R	1.00	2.00	3.00
● Infinite Hourglass	R	1.00	2.00	3.00
● Jester's Cap	R	3.00	6.00	8.00
● Jester's Mask	R	3.00	4.00	5.00

● Jokulhaups	R	3.00	4.00	5.00
● Karplusan Forest	R	3.00	5.00	7.00
● Karplusan Yeti	R	1.50	2.50	3.50
● Kjeldoran Knight	R	1.50	2.00	3.00
● Kjeldoran Phoenix	R	1.50	2.00	3.00
● Kjeldoran Royal Guard	R	1.00	2.00	3.00
● Krovikan Vampire	U	1.00	2.00	3.00
● Land Cap	R	1.00	2.00	3.00
● Lava Tubes	R	1.00	2.00	3.00

MAGIC

The Gathering®

Price Guide

● Palladia-Mors	R	2.00	3.00	4.00
○ Petru Sphinx	R	1.50	2.50	3.50
● Rakalite	R	.75	1.00	1.50
● Recall	U	1.00	1.50	2.00
● Revelation	R	1.00	2.00	3.00
● Rubinia Soulsinger	R	1.00	2.00	3.00
● Safe Haven	R	1.50	2.50	3.50
● Sentinel	R	1.50	2.00	3.00
● Serpent Generator	R	1.00	2.00	3.00
● Sol'kaner Swamp King	R	1.50	2.50	3.50
● Stangor	R	1.50	2.00	3.00
● Teleport	R	1.00	2.00	3.00
● The Wretched	R	1.00	2.00	3.00
● Triassic Egg	R	.75	1.00	1.50
● Vaectis Asmadi	R	2.00	3.00	4.00
● Voodoo Doll	R	.75	1.00	1.50
● Xira Arien	R	1.50	2.00	3.00
● Yawgmoth Demon	R	1.00	2.00	3.00

● Helm of Obedience	R	3.00	4.00	7.00
● Ivory Gargyle	R	1.50	2.50	4.00
● Kaysa	R	2.50	3.50	5.00
● Keeper of Treasures	R	2.00	3.00	4.00
● Kjeldoran Outpost	R	4.00	6.00	8.00
● Krovikan Horror	R	2.00	3.00	4.00
● Lake of the Dead	R	4.00	6.00	8.00
● Library of Lat-Nam	R	1.00	2.00	3.00
● Lodestone Bauble	R	1.00	2.00	3.00
● Lord of Tresserhorn	R	3.00	4.00	5.00
● Misfortune	R	1.50	2.50	3.50
● Nature's Virgith	R	1.00	2.00	3.00
● Omen of Fire	R	1.00	2.00	3.00
● Pantasmal Sphere	R	1.00	2.00	3.00
● Pheldagrif	R	1.50	2.50	4.00
● Phyrexian Devourer	R	1.50	2.50	3.50
● Phyrexian Portal	R	2.00	3.00	4.00
● Pillage	U	1.00	2.50	3.00

● Ashen Powder	R	2.00	3.00	4.00
● Asmira, Holy Avenger	R	1.50	2.50	3.50
● Barreling Ancestor	R	2.00	3.00	4.00
● Barreling Attack	R	2.00	3.00	4.00
● Bazaar of Wonders	R	2.00	3.00	4.00
● Benthic Djinn	R	2.00	3.00	4.00
● Bone Mask	R	1.50	2.50	3.50
● Brushwag	R	1.00	2.00	3.00
● Cadaverous Bloom	R	3.00	4.00	5.00
● Canopy Dragon	R	2.00	3.00	4.00
● Carrion	R	3.00	4.00	5.00
● Catacomb Dragon	R	3.00	4.50	6.00
● Celestial Dawn	R	2.00	3.00	4.00
● Chaosphere	R	1.00	2.00	3.50
● Circle of Despair	R	1.50	2.50	3.50
● Crimson Helkite	R	3.00	4.00	6.00
● Cursed Totem	R	2.00	3.00	4.00
● Cycle of Life	R	1.00	2.00	3.00
● Daring Apprentice	R	2.00	3.00	4.00
● Discardant Spirit	R	2.00	3.00	4.00
● Dispatia	U	1.00	2.00	3.00
● Divine Retribution	R	2.00	3.00	4.00
● Early Harvest	R	1.50	2.50	3.50
● Emburwide Caliph	R	2.00	3.00	4.00
● Emburwide Djinn	R	2.00	3.00	4.00
● Energy Bolt	R	1.00	2.00	3.00
● Energy Vortex	R	2.00	3.00	4.00
● Enlightened Tutor	R	1.50	2.50	3.50
● Ethereal Champion	R	1.00	2.00	3.00
● Final Fortune	R	1.50	2.50	3.50
● Fire Diamond	U	.75	1.50	2.00
● Flash	R	2.00	3.00	4.00
● Forbidden Crypt	R	2.00	3.00	4.00
● Forsaken Wastes	R	2.00	3.00	4.00
● Frantic Etrek	R	2.00	3.00	4.00
● Grim Feast	R	2.00	3.00	4.00
● Grinning Totem	R	3.00	4.00	5.50
● Hakim, Loreweaver	R	2.00	3.00	4.00

● Reflect Damage	R	2.00	3.00	4.00
● Reparations	R	1.50	2.50	3.50
● Rock Basilisk	R	2.00	3.00	4.00
● Sacred Mesa	R	2.00	3.00	5.00
● Sawback Manticores	R	2.00	3.00	4.00
● Seeds of Innocence	R	1.00	2.00	3.00
● Shallow Grave	R	2.00	3.00	4.00
● Shaiku, Endbringer	R	1.50	2.50	3.50
● Shimmer	R	2.00	3.00	4.00
● Sider Jabari	R	1.50	2.50	4.00
● Sky Diamond	U	.75	1.50	2.00
● Soul Echo	R	1.50	2.50	3.50
● Spectral Guardian	R	2.00	3.00	4.00
● Spirit of the Night	R	4.50	6.50	8.50
● Subterranean Spirit	R	2.00	3.00	4.00
● Sunweb	R	1.50	2.50	3.50
● Tainted Specter	R	2.00	3.00	4.00
● Taniwha	R	2.00	3.00	4.00
● Teeko's Dragon	R	3.00	4.00	6.00
● Teferi's Imp	R	2.00	3.00	4.00
● Teferi's Isle	R	3.00	4.00	5.00
● Teim Tor	R	2.00	3.00	4.00
● Telim Tor's Edict	R	2.00	3.00	4.00
● Tombstone Stairwell	R	2.00	3.00	4.00
● Torrent of Lava	R	2.00	3.00	4.00
● Uktabi Wildcats	R	1.50	2.50	4.00
● Unfulfilled Desires	R	1.50	2.50	3.50
● Ventifact Bottle	R	2.00	3.00	4.00
● Volcanic Dragon	R	3.00	4.00	6.00
● Waiting in the Weeds	R	1.50	2.50	3.50
● Warping Wurm	R	2.00	3.00	4.00
● Wellspring	R	1.00	2.00	3.00
● Yare	R	1.50	2.50	3.50
● Zirian of the Claw	R	3.00	4.00	5.00
● Zuberi, Golden Feather	R	3.00	4.00	5.00

HOMELANDS

WIZARDS OF THE COAST-1995

Full Set (115 cards)	40.00	50.00	60.00
Booster Pack (8 cards)	1.50	2.00	3.00
Booster Box (60 packs)	60.00	75.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

● An-Zerrin Ruins	R	.75	1.00	1.50
● Anaba Ancestor	R	.75	1.00	1.50
● Anaba Spirit Crafter	R	.75	1.00	1.50
● Apocalypse Chime	R	.75	1.00	1.50
● Autumn Willow	R	3.00	4.00	5.00
● Aysen Crusader	R	.75	1.00	1.50
● Aysen Highway	R	1.00	2.00	3.00
● Baki's Curse	R	.75	1.00	1.50
● Baron Sengir	R	3.00	5.00	7.00
● Broken Walkers	R	.75	1.00	1.50
● Beast Visage	R	.75	1.00	1.50
● Chain Stasis	R	.75	1.00	1.50
● Dildgerdoo	R	.75	1.00	1.50
● Dwarven Pony	R	.75	1.00	1.50
● Dwarven Sea Clan	R	.75	1.00	1.50
● Faerie Noble	R	1.00	1.50	2.00
● Ferar's Ban	R	.75	1.00	1.50
● Forget	R	.50	.75	1.00
● Grandmother Sengir	R	.75	1.00	1.50
● Hazdruu the Abbot	R	.75	1.00	1.50
● Heart Wolf	R	.75	1.00	1.50
● Ironclaw Curse	R	.50	.75	1.00
● Koskun Falls	R	1.00	1.50	2.00
● Leeches	R	.75	1.00	1.50
● Mammoth Harness	R	.75	1.00	1.50
● Marjhan	R	.75	1.00	1.50
● Mystic Decree	R	1.00	2.00	3.00
● Narwhal	R	.75	1.00	1.50
● Primal Order	R	.75	1.00	1.50
● Reveka, Wizard Savant	R	.75	1.00	1.50
● Rysorban Wizard	R	1.00	1.50	2.00
● Sengir Autocrat	R	1.00	1.50	2.00
● Serra Aviary	R	1.00	2.00	3.00
● Soraya the Falconer	R	1.00	1.50	2.00
● Timmerian Friends	R	1.00	1.50	2.00
● Truce	R	.75	1.00	1.50
● Veldrins of Sengir	R	.75	1.00	1.50
● Wall of Kelp	R	.50	.75	1.00
● Willow Priestess	R	1.00	1.50	2.00
● Winter Sky	R	.75	1.00	1.50

ALLIANCES

WIZARDS OF THE COAST-1996

Full Set (144 cards)	90.00	110.00	150.00
Booster Pack (12 cards)	2.50	3.50	5.00
Booster Box (48 packs)	100.00	110.00	140.00
Unlisted Uncommons	.75	1.00	1.50
Unlisted Commons	.10	.25	.35

● Ashnod's Cylix	R	1.50	2.50	3.50
● Balduvian Horde	R	3.00	4.00	6.00
● Balduvian Trading Post	R	1.00	2.00	3.00
● Chaos Harlequin	R	1.50	2.50	4.00
● Diminishing Returns	R	1.50	2.50	3.50
● Dystopia	R	2.00	3.00	4.00
● Eddie	R	2.50	3.50	5.00
● Fatal Lore	R	3.00	4.00	5.00
● Floodwater Dam	R	1.00	2.00	3.00
● Force of Will	U	7.00	9.00	11.00
● Gargantuan Gorilla	R	1.00	2.00	3.00
● Guthsa's Scepter	R	2.00	3.00	4.00
● Heart of Yavimaya	R	2.00	3.00	4.00

MONEY MAKER

CHRONATOG

Who's that chomping at the door? Must be Chronatog and its band of weird, wild beasties. *Odyssey's* brought us a bevy of new atogs and, in doing so, rekindled the flame for the originals. Each of the other four old ones has a new incarnation in the latest set, but Chronatog's the odd one out. It's the only one who eats time. That uniqueness—in addition to its rarity—will give you good reason to see it bump up a buck or two in coming months. Even though it's the black sheep of the family, no atog deck is complete without it.



Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn.

For the chronatog, there is no meal like the present.

● Ritual of the Machine	R	1.50	2.50	3.50
● Rogue Skycaptain	R	1.50	2.50	3.50
● Royal Decree	R	1.00	2.00	3.00
● Sheltered Valley	R	1.00	2.00	3.00
● Sol Grail	R	1.00	2.00	3.00
● Soldevi Digger	R	2.00	3.00	4.00
● Soldevi Excavations	R	1.50	2.50	4.00
● Splintering Wind	R	1.00	2.00	3.00
● Storm Cauldron	R	1.50	2.50	3.50
● Sustaining Spirit	R	1.50	2.50	3.50
● Sworn Defender	R	1.00	2.00	3.00
● Thawing Glaciers	R	4.00	6.00	8.00
● Thought Lash	R	1.00	2.00	3.00
● Tidal Control	R	1.50	2.50	3.50
● Tornado	R	2.00	3.00	4.00
● Urza's Engine	R	1.50	2.50	3.50
● Varchild's War-Riders	R	1.00	2.00	3.00
● Wandering Mage	R	1.50	2.50	3.50
● Whirling Catapult	R	.75	1.00	1.50
● Winter's Night	R	1.00	2.00	3.00

MIRAGE

WIZARDS OF THE COAST-1998

Full Set (335 cards)	150.00	180.00	210.00
Booster Pack (15 cards)	3.00	4.00	5.00
Booster Box (36 packs)	85.00	95.00	125.00
Starter Deck (60 cards)	9.00	10.00	12.00
Starter Box (12 decks)	90.00	95.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

● Abyssal Hunter	R	2.00	3.00	4.00
● Acidic Dagger	R	2.00	3.00	4.00
● Afla-Grove	R	1.00	2.00	3.00
● Amber Prison	R	1.50	2.50	3.50
● Amulet of Unmaking	R	2.00	3.00	4.00
● Ancestral Memories	R	1.50	2.50	3.50

● Hall of Gemstone	R	2.00	3.00	4.00
● Hammer of Bogardan	R	4.00	6.00	8.00
● Harbinger of Night	R	2.00	3.00	4.00
● Hivis of the Scale	R	2.00	3.00	4.00
● Illit Auction	R	2.00	3.00	4.00
● Infernal Contract	R	2.00	3.00	4.00
● Jabari's Influence	R	1.50	2.50	3.50
● Jungle Patrol	R	1.50	2.50	3.50
● Kukkumssa Pirates	R	1.50	2.50	3.50
● Leering Gargyle	R	2.00	3.00	4.00
● Lion's Eye Diamond	R	2.00	3.00	4.00
● Lure of Prey	R	1.50	2.50	3.50
● Malignant Growth	R	2.00	3.00	4.00
● Mangara's Tome	R	1.50	2.50	3.50
● Maro	R	2.00	3.00	4.00
● Mindbender Spores	R	1.00	2.00	3.00
● Miser's Cage	R	2.00	3.00	4.00
● Mist Dragon	R	3.00	4.00	5.50
● Natural Balance	R	2.50	3.50	4.50
● Null Chamber	R	2.50	3.50	4.50
● Paupers' Cage	R	2.00	3.00	4.00
● Pearl Dragon	R	1.50	2.50	3.50
● Phyrexian Dreadnought	R	4.50	5.50	6.50
● Phyrexian Purgatory	R	2.00	3.00	4.00
● Phyrexian Tribute	R	1.50	2.50	3.50
● Political Trickery	R	2.00	3.00	4.00
● Polymorph	R	1.50	2.50	3.50
● Preferred Selection	R	2.00	3.00	4.00
● Prismatic Lace	R	1.00	2.00	3.00
● Psychic Transfer	R	2.00	3.00	4.00

○ Abeyance	R	3.00	4.00	6.00
● Abhorth	R	2.00	3.00	4.00
○ Alabaster Dragon	R	3.00	4.50	6.00
○ Ancestral Knowledge	R	2.00	3.00	4.00
● Anzico	R	1.50	2.50	3.50
● Bone Dancer	R	2.00	3.00	4.00
○ Bosium Strip	R	2.00	3.00	4.00
○ Bubble Matrix	R	1.50	2.50	3.50
● Buried Alive	U	2.00	4.00	6.00
○ Call of the Wild	R	2.00	3.00	4.00
○ Debt of Loyalty	R	2.00	3.00	4.50
○ Dense Foliage	R	2.50	3.50	4.50
○ Domesday	R	2.00	3.00	4.00
○ Dwarfven Thaumaturgist	R	1.50	2.50	3.50
○ Ertai's Familiar	R	2.00	3.00	4.00
○ Fervor	R	2.00	3.00	4.00
● Firestorm	R	2.50	3.50	4.50
○ Fungus Elemental	R	2.50	3.50	4.50
○ Gaea's Blessing	U	1.50	3.00	4.00
○ Gallowbraid	R	2.00	3.00	4.00
○ Gemstone Mine	U	1.50	3.00	4.00
○ Goblin Bomb	R	2.50	3.50	4.50
○ Heart of Bogardan	R	2.00	3.00	4.00
○ Heat Stroke	R	2.00	3.00	4.00
○ Infernal Tribute	R	2.00	3.00	4.00
○ Inner Sanctum	R	2.00	3.00	4.00
○ Liege of the Hollows	R	2.00	3.00	4.00
○ Lotus Vale	R	4.00	6.00	8.00
○ Mana Web	R	2.00	3.00	4.00
○ Marauder of Keld	R	2.00	3.00	4.00
○ Morifenn	R	2.00	3.00	4.00
○ Mwonvuli Ooze	R	1.50	2.50	4.00
○ Nature's Resurgence	R	2.00	3.00	4.00
○ Null Rod	R	3.00	4.00	5.00
○ Paradigm Shift	R	1.50	2.50	3.50
○ Peacekeeper	R	2.00	3.00	4.00
○ Pendril Mist	R	2.50	3.50	4.50
○ Psychic Vortex	R	1.50	2.50	3.50
○ Scorched Ruins	R	2.00	3.00	4.00
○ Serenity	R	2.50	3.50	4.50
○ Southern Paladin	R	2.00	3.00	4.00
○ Tariff	R	2.50	3.50	4.50
○ Thran Tome	R	2.00	3.00	4.00
○ Thundermare	R	3.00	4.00	6.00
○ Tolarian Entrancer	R	2.00	3.00	4.00
○ Tolarian Serpent	R	2.00	3.00	4.00
○ Tranquil Grove	R	1.50	2.50	3.50
○ Urborg Justice	R	2.00	3.00	4.00
○ Urborg Stalker	R	2.00	3.00	4.00
○ Wave of Terror	R	2.00	3.00	4.00
○ Well of Knowledge	R	2.00	3.00	4.00
○ Winding Canyon	R	2.00	3.00	4.00
○ Xanthis Statue	R	2.00	3.00	4.00

TEMPEST

WIZARDS OF THE COAST-1997

Full Set (335 cards)	185.00	195.00	210.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	90.00	100.00	115.00
Starter Deck (60 cards)	8.00	9.00	10.00
Starter Box (12 decks)	85.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

● Altar of Dementia	R	2.00	4.00	5.00
● Aluren	R	3.00	5.00	7.00
● Apocalypse	R	1.50	2.50	4.50
● Auratog	R	1.50	2.50	3.50
● Avenaging Angel	R	2.50	3.50	5.00
● Belovewing Fiend	R	1.50	2.50	3.50
● Benthic Behemoth	R	2.00	3.00	4.00
● Boil	U	.75	1.50	2.00
● Bottle Trap	R	3.00	6.00	8.00
● Bottle Gnomes	U	.75	1.50	2.00
● Bounty Hunter	R	2.00	3.00	4.50
● Caldera Lake	R	2.50	3.50	5.00
● Canyon Drake	R	2.00	3.00	4.00
● Carionette	R	2.00	3.00	4.00
● Chaotic Goo	R	2.00	3.00	4.00
● Coffin Queen	R	3.00	4.00	5.00
● Cold Storage	R	1.50	2.50	3.50
● Comm. Greven II-V	R	3.00	5.00	7.00
● Corpse Dance	R	2.00	3.00	6.50
● Crazyed Armadon	R	1.50	2.50	3.50
● Cursed Scroll	R	9.00	14.00	17.00
● Deadshot	R	2.00	3.00	4.00
● Death Pits of Rath	R	2.50	3.50	4.50
● Dirtwork Wurm	R	3.00	4.00	5.00
● Drowclasp	R	2.00	3.00	4.00
● Dregs of Sorrow	R	2.00	3.00	4.00
● Duplidity	R	2.00	3.00	4.00
● Earthcraft	R	2.00	3.00	4.00
● Echo Chamber	R	2.00	3.00	4.00
● Eldadam, Lord of Leaves	R	3.00	4.00	5.00
● Eldadam's Vineyard	R	3.00	4.00	6.00
● Elven Warhounds	R	1.50	2.50	3.50
● Emerald Medallion	R	2.50	3.50	4.50
● Emmess Tome	R	2.00	3.00	4.00
● Energizer	R	2.00	3.00	4.00
● Ertai's Meddling	R	2.00	3.00	4.00
● Escaped Shapeshifter	R	2.00	3.00	4.00
● Extinction	R	2.00	3.00	4.00
● Fevered Convulsions	R	2.00	3.00	4.00
○ Field of Souls	R	2.00	3.00	4.00
● Flowstone Sculpture	R	2.50	3.50	4.50
● Flowstone Wyvern	R	2.00	3.00	4.00
● Foul's Tome	R	2.00	3.00	4.00
● Fugitive Druid	R	2.50	3.50	4.50
● Furnace of Rath	R	2.00	3.00	4.00
○ Gerrard's Battle Cry	R	2.00	3.00	5.00

● Grindstone	R	4.50	6.00	8.00
● Hand to Hand	R	1.50	2.50	3.50
○ Hanna's Custody	R	2.00	3.00	4.00
○ Heartwood Giant	R	2.00	3.00	4.00
○ Helms of Possession	R	3.00	4.00	5.00
○ Humility	R	3.00	4.00	5.50
○ Intuition	R	2.50	3.50	4.50
○ Jet Medallion	R	2.00	4.00	5.00
○ Jinxed Idol	R	1.50	2.50	3.50
● Kezzerid	R	2.00	3.00	4.00
● Living Death	R	4.00	5.00	8.00
○ Lobotomy	U	.75	1.50	2.00
● Maddening Imp	R	1.50	2.50	3.50
● Magmasaur	R	1.50	2.50	3.50
○ Magnetic Web	R	2.00	3.00	4.00
○ Mana Severance	R	1.50	2.50	4.50
○ Marble Titan	R	1.50	2.50	3.50
○ Mawcor	R	2.00	3.00	4.00
○ Meditate	R	2.50	3.50	4.50
○ Minion of the Wastes	R	3.00	4.00	5.00
○ Mirri's Guile	R	1.50	2.50	3.50
○ Mongrel Pack	R	2.00	3.00	4.00
○ Nature's Revolt	R	2.50	3.50	4.50
○ No Quarter	R	1.50	2.50	3.50
○ Oracle on-Vec	R	1.50	2.50	3.50
○ Orlim, Samite Healer	R	2.50	3.50	4.50
○ Overrun	U	2.00	2.50	3.00
○ Palladium	R	1.50	2.50	3.50
○ Pearl Medallion	R	2.00	3.00	4.00
○ Pegasus Refuge	R	1.50	2.50	3.50
○ Phyrexian Grimoire	R	1.50	2.50	3.50
○ Pine Barrens	R	2.50	3.50	4.50
○ Precognition	R	1.50	2.50	3.50
○ Rathi Dragon	R	3.00	4.00	6.00
○ Recycle	R	2.00	3.00	4.00
○ Reflecting Pool	R	5.00	6.00	8.00
○ Root Maze	R	1.50	2.50	3.50
○ Rootwater Matriarch	R	1.50	2.50	4.00

Starter Box (12 decks)	90.00	95.00	100.00	
Unlisted Uncommons50	.75	1.00	
Unlisted Commons10	.20	.25	
● Amok	R	1.50	2.50	3.50
● Awakening	R	2.00	3.00	4.00
● Buregooning	R	2.00	3.00	4.00
● Camassid	R	2.00	3.00	4.00
● Croxax the Cursed	R	2.00	3.00	4.00
○ Crystalline Sliver	U	2.00	4.00	5.00
○ Dream Halls	R	2.00	3.00	4.00
○ Ensnaring Bridge	R	3.00	4.00	5.00
○ Evacuation	R	2.00	3.00	4.00
● Flowstone Mauler	R	1.50	2.50	3.50
● Grave Pact	R	3.00	4.00	6.00
● Hermit Druid	R	2.00	3.00	4.00
○ Hidden Retreat	R	1.50	2.50	3.50
● Horn of Greed	R	3.00	4.00	5.00
○ Intruder Alarm	R	1.50	2.50	3.50
○ Invasion Plans	R	2.00	3.00	4.00
○ Jinxed Ring	R	2.50	3.50	4.50
○ Megrim	U	2.00	3.00	4.00
● Mindwarper	R	1.50	2.50	3.50
● Mogg Infestation	R	2.50	3.50	4.50
○ Mortuary	R	2.00	3.00	4.00
● Max Diamond	R	8.00	12.00	18.00
○ Portullus	R	1.50	2.50	4.00
○ Pursuit of Knowledge	R	2.00	3.00	4.00
○ Reins of Power	R	1.50	2.50	3.50
● Revenant	R	2.00	3.00	4.00
○ Rolling Stones	R	2.00	3.00	4.00
○ Ruination	R	2.00	3.00	4.00
○ Sacred Ground	R	2.00	3.00	4.00
○ Shaman on-Kor	R	1.50	2.50	3.50
○ Shard Phoenix	R	3.00	4.00	5.00
○ Silver Viper	R	1.50	2.50	4.00
○ Skeleton Scavengers	R	1.50	2.50	3.50
○ Silver Queen	R	8.00	14.00	18.00

○ Limited Resources	R	2.00	3.00	4.00
● Manaband	R	2.50	3.50	4.50
○ Memory Crystal	R	2.00	3.00	4.50
○ Mind Over Matter	R	2.00	3.00	5.00
● Mindless Automaton	R	1.50	2.50	4.00
● Mirri, Cat Warrior	R	2.00	4.00	5.00
● Monstrous Hound	R	2.00	3.00	4.00
○ Null Brooch	R	2.00	3.00	4.00
○ Oath of Druids	R	5.00	7.00	8.00
○ Oath of Ghouls	R	1.50	2.50	3.50
○ Oath of Ligeas	R	1.50	2.50	3.50
○ Oath of Mages	R	1.50	2.50	3.50
○ Oath of Scholars	R	1.50	2.50	3.50
○ Ogre Shaman	R	1.50	2.50	3.50
○ Paladin on-Vec	R	4.00	5.00	6.00
○ Pandemonium	R	3.00	4.00	5.00
○ Pit Spawn	R	2.00	3.00	4.00
○ Plaguebearer	R	1.50	2.50	3.50
○ Ravenous Baboons	R	4.00	6.00	8.00
○ Recurring Nightmare	R	3.00	4.00	5.00
○ Seismic Assault	R	2.00	3.00	4.00
○ Skyshroud War Beast	R	2.00	3.00	5.00
○ Sphere of Resistance	R	1.50	2.50	4.00
○ Spike Hatcher	R	3.00	4.00	5.00
○ Spike Weaver	R	3.00	5.00	7.00
○ Survival of the Fittest	R	1.50	2.50	4.00
○ Thalaks Drifters	R	1.50	2.50	3.50
○ Thopter Squadron	R	1.50	2.50	3.50
○ Volrath's Dungeon	R	1.50	2.50	3.50
○ Wall of Nets	R	1.50	2.50	3.50
○ Workhorse	R	1.50	2.50	3.50

URZA'S SAGA

WIZARDS OF THE COAST-1998

Full Set (350 cards)	190.00	200.00	215.00
Booster Pack (15 cards)	2.50	3.50	4.00
Booster Box (36 packs)	90.00	100.00	115.00
Starter Deck (75 cards)	9.00	10.00	11.00
Starter Box (12 decks)	90.00	100.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

● Abundance	R	2.00	3.00	4.50
● Abyssal Horror	R	1.50	2.50	3.50
● Albino Troll	U	.75	1.50	2.00
○ Angelic Chorus	R	5.00	7.00	8.00
○ Antagonism	R	1.50	2.50	3.50
● Argothian Enchantress	R	2.50	4.00	6.00
● Argothian Wurm	R	3.00	4.00	5.00
○ Attunement	R	2.00	3.00	4.00
○ Back to Basics	R	2.00	3.00	4.00
● Barrin, Master Wizard	R	1.50	2.50	4.00
● Barrin's Codex	R	1.50	2.50	4.00
● Bedlam	R	1.50	2.50	3.50
● Brand	R	1.50	2.50	3.50
● Bulwark	R	1.50	2.50	3.50
○ Catastrophe	R	3.00	4.00	6.00
● Child of Gaea	R	3.00	4.50	8.00
● Chimeric Staff	R	2.00	4.00	6.00
● Citanul Centaurs	R	2.00	3.00	5.00
● Citanul Flute	R	1.50	2.50	4.00
● Citanul Hierophants	R	1.50	2.50	4.00
● Contamination	R	1.50	2.50	4.00
● Copper Gnomes	R	1.50	2.50	3.50
● Crater Hellion	R	2.00	3.00	5.00
● Dark Hatchling	R	1.50	2.50	4.00
● Darkest Hour	R	1.50	2.50	4.00
● Discordant Dirge	R	1.50	2.50	3.50
● Drifting Djinn	R	2.00	3.00	4.00
● Eastern Paladin	R	2.00	3.00	4.50
● Electryte	R	1.50	2.50	4.00
○ Elite Archers	R	1.50	2.50	4.00
● Endless Wurm	R	2.50	4.00	5.00
● Energy Field	R	3.00	4.00	5.00
● Exploration	R	3.00	4.00	6.00
○ Faith Healer	R	1.50	2.50	4.00
○ Fault Line	R	1.50	2.50	4.00
● Fluctuator	R	2.00	3.00	4.00
● Gaea's Cradle	R	8.00	12.00	16.00
● Gaea's Embrace	U	1.00	2.00	2.50

MAGIC

The Gathering®

Price Guide

● Phryxian Colossus ... R	3.00	4.00	5.00
● Phryxian Processor ... R	4.50	6.00	8.00
● Phryxian Tower ... R	2.00	3.00	4.00
○ Planar Birth ... R	2.00	3.00	4.00
● Purging Scythe ... R	1.50	2.50	4.00
● Recantation ... R	1.50	2.50	3.50
○ Remembrance ... R	2.00	3.00	4.00
● Reprocess ... R	1.50	2.50	4.00
● Rumbling Crescendo ... R	1.50	2.50	4.00
○ Rune of Prot: Lands ... R	1.50	2.50	3.50
● Scoria Wurm ... R	1.50	2.50	4.00
● Serra Avatar ... R	9.00	14.00	17.00
○ Serra's Embrace ... U	1.00	1.50	2.50
○ Serra's Liturgy ... R	1.50	2.50	3.50
● Serra's Sanctum ... R	3.00	4.00	5.00
● Shivan Gorge ... R	2.00	3.00	4.50
● Shivan Hellkite ... R	4.00	5.00	6.00
● Show and Tell ... R	1.50	2.50	4.00
● Sleeper Agent ... R	1.50	2.50	3.50
● Smokestack ... R	2.00	3.00	4.00
● Sneak Attack ... R	5.00	7.00	8.00
● Somniphore ... R	2.00	3.00	4.00
○ Soul Sculptor ... R	1.50	2.50	4.00
● Sporegenesis ... R	1.50	2.50	4.00
● Stroke of Genius ... R	4.00	5.00	7.00
● Sulfuric Vapors ... R	1.50	2.50	4.00
● Sunder ... R	2.00	3.00	4.50
● Tainted Ether ... R	1.50	2.50	4.00
● Temporal Aperture ... R	2.00	3.00	4.50
● Thran Quarry ... R	3.00	4.00	7.00
● Time Spiral ... R	3.00	4.00	5.00
● Tolarian Academy ... R	5.00	7.00	9.00
● Umbilicus ... R	1.50	2.50	4.00
● Vebuild ... R	1.50	2.50	3.50
● Veiled Crocodile ... R	1.50	2.50	3.50
● Vernal Bloom ... R	3.00	4.00	5.00
● Viashine Sandswimmer ... R	1.50	2.50	4.00
● Voltaic Key ... U	1.50	3.00	5.00
● Western Paladin ... R	2.00	3.00	4.00
● Whetstone ... R	1.50	2.50	3.50
● Whirlwind ... R	1.50	2.50	3.50
● Wildfire ... R	3.00	4.00	5.00
● Witch Engine ... R	1.50	2.50	3.50
● Worship ... R	3.00	4.06	7.00
● Yawgmoth's Will ... R	3.00	4.00	6.00
● Zaphid ... R	1.50	2.50	4.00

URZA'S LEGACY

WIZARDS OF THE COAST-1999

Full Set (143 cards) ...	115.00	130.00	140.00
Booster Pack (15 cards) ...	2.50	3.50	4.00
Booster Box (36 packs) ...	90.00	105.00	120.00
Starter Box (12 decks) ...	80.00	90.00	100.00
Unlisted Uncommons ...	50	75	1.00
Unlisted Commons ...	10	20	25
Unlisted FOIL Uncommons ...	1.50	2.50	5.00
Unlisted FOIL Commons ...	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

● Anthropolasm ... R	1.50	2.50	3.50
● Archivist ... R	2.00	3.00	4.00
● Avalanche Riders ... U	1.00	2.00	3.00
● Beast of Burden ... R	2.00	3.00	4.00
○ Blessed Reversal ... R	1.50	2.50	3.50
● Brink of Madness ... R	1.50	2.50	3.50
● Crawlspace ... R	2.50	3.50	4.50
● Dampening Engine ... R	1.50	2.50	3.50
● Defense Grid ... R	3.00	4.00	5.00
● Defense of the Heart ... R	3.00	4.00	5.00
● Delusions of Mediocrity ... R	2.00	3.00	4.00
● Deranged Hermit ... R	3.00	5.00	8.00
● Deranged Hermit (FOIL) ... R	12.00	15.00	18.00
● Eviscerator ... R	1.50	2.50	4.00
● Fleeting Image ... R	1.50	2.50	4.00
● Goblin Welder ... R	1.50	2.50	4.00
● Grim Monolith ... R	4.00	4.50	6.00
● Hidden Gibbons ... R	1.50	2.50	4.00
● Impending Disaster ... R	1.50	2.50	4.00
● Iron Maiden ... R	2.00	3.00	4.00
○ Karmic Guide ... R	2.00	3.00	4.00
● Lurking Skirge ... R	1.50	2.50	3.50
● Memory Jar ... R	2.00	3.00	4.00
● Might of Oaks ... R	4.00	5.00	6.00
● Might of Oaks (FOIL) ... R	13.00	16.00	18.00
● Motten Hydra ... R	1.50	2.50	3.50
● Mother of Ruins ... U	1.00	2.00	2.50
● Mother of Ruins (FOIL) ... U	5.00	7.00	8.00
● Muttani, Maro-Sorcerer ... R	3.00	4.00	5.00
● No Mercy ... R	3.00	4.00	5.00

○ Opal Avenger ... R	1.50	2.50	3.50
● Pallinchor ... R	3.00	4.00	5.00
● Phryxian Plaguebeard ... R	2.00	3.00	4.50
○ Planar Collapse ... R	2.00	1.50	2.50
○ Purify ... R	1.50	2.50	3.50
● Pyromancy ... R	1.50	2.50	4.00
○ Quicksilver Amulet ... R	3.00	4.00	5.00
● Radiant Archangel ... R	4.00	6.00	7.00
○ Radiant Archangel (FOIL) ... R	20.00	25.00	30.00
● Ring of Gix ... R	3.00	4.00	5.50
● Rivalry ... R	1.50	2.50	4.00
● Scrapheap ... R	1.50	2.50	4.00
● Second Chance ... R	2.00	3.00	5.00
● Shivan Phoenix ... R	2.50	3.50	4.50
● Subversion ... R	2.00	3.00	4.00
● Thran Lens ... R	2.00	3.00	5.00
● Thran Weaponry ... R	1.50	2.50	3.50

UP YOUR SLEEVE

THINK ABOUT IT
Contemplation's working double-duty now with all the flashback cards in *Odyssey*. In a flashback-heavy deck, twice the life gain can be quite significant compared with other regular spells. Yawgmoth's Agenda and Yawgmoth's Will work much the same way, too. Or if you're more into infinite combos, try it with an Aluren and a Man-O-War. Play the jellyfish for free, then repeatedly bounce it, gaining life all the while. Hey, we always thought you needed to get a life, but then again, who are we to talk?



Whenever you successfully cast a spell, gain 1 life.

"How fascinating it is to watch the machinations of one's own mind play themselves out."

—Volrath

● Tinker ... U	.75	1.50	2.00
● Treetop Village ... U	1.00	1.50	2.00
● Urza's Blueprints ... R	2.00	3.00	4.00
● Weathered Treefolk ... R	3.00	4.00	5.00
● Wheel of Torture ... R	1.50	2.50	4.00

URZA'S DESTINY

WIZARDS OF THE COAST-1999

Full Set (350 cards) ...	115.00	120.00	135.00
Booster Pack (15 cards) ...	2.50	3.00	3.50
Booster Box (36 packs) ...	85.00	95.00	110.00
Starter Box (12 decks) ...	80.00	90.00	100.00
Unlisted Uncommons ...	50	75	1.00
Unlisted Commons ...	10	20	25
Unlisted FOIL Uncommons ...	1.50	2.50	5.00
Unlisted FOIL Commons ...	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

● Academy Rector ... R	2.50	3.50	5.00
● Ancient Silverback ... R	2.50	3.50	5.00
● Apprentice Necromancer ... R	1.50	2.50	3.50
● Attrition ... R	1.50	2.50	4.00
● Aura Thief ... R	2.00	3.00	4.00
● Blizzard Elemental ... R	2.00	3.00	4.00
● Bloodstir Cyclops ... R	1.50	2.50	3.50
● Body Snatcher ... R	1.50	2.50	4.00
● Carnivore of Souls ... R	1.00	2.00	3.00
● Cautious Dragon ... R	3.00	4.00	5.00
● Donate ... R	3.00	4.00	5.00
● Evilish Piper ... R	4.00	6.00	8.00
● Emperor Crocodile ... R	2.00	3.00	4.50
● Father Prophet ... R	2.00	3.00	4.00
● Flicker ... R	1.50	2.50	4.00
● Goblin Festival ... R	1.50	2.50	3.50
● Goblin Marshal ... R	2.00	3.00	4.00

● Impatience ... R	1.00	2.00	3.00
● Junk Diver ... R	1.50	2.50	3.50
● Master Healer ... R	1.50	2.50	3.50
● Masticore ... R	6.00	8.00	15.00
● Masticore (FOIL) ... R	20.00	30.00	35.00
● Metalworker ... R	3.00	4.00	5.00
● Onalescence ... R	2.00	3.00	5.00
● Opposition ... R	3.00	4.00	6.00
● Pattern of Rebirth ... R	2.00	3.00	4.00
● Phryxian Negator ... R	3.00	4.00	6.00
● Plow Under ... R	2.00	3.00	4.00
● Rapid Decay ... R	1.00	2.00	3.00
● Rayne, Acad. Chancellor ... R	2.00	3.00	4.00
● Repercussion ... R	2.50	3.50	4.50
● Replenish ... R	3.00	4.00	5.00
● Rofellos, Llan Emissary ... R	4.00	5.00	6.00
● Scrying Glass ... R	1.00	2.00	3.00
● Storage Matrix ... R	1.50	2.50	3.50
● Temporal Adept ... R	2.50	3.50	5.00
● Tethered Griffin ... R	2.00	3.00	4.00
● Thorn Elemental ... R	3.00	5.00	6.00
● Thran Dynamo ... U	1.50	2.50	3.50
● Thran Golem ... R	2.00	3.00	4.00
● Treachery ... R	3.00	4.00	5.00
● Urza's Incubator ... R	2.00	3.00	4.00
● Wake of Destruction ... R	2.00	3.00	4.00
● Vavimaya Enchantress ... U	1.00	1.50	2.00
● Vavimaya Hollow ... R	2.50	3.50	4.50
● Yawgmoth's Bargain ... R	2.50	3.50	6.50

MERCADIAN MASQUES

WIZARDS OF THE COAST-1999

Full Set (350 cards) ...	200.00	225.00	250.00
Booster Pack (15 cards) ...	2.50	3.00	3.50

● Cowardice	R	2.00	3.00	4.00
● Crackdown	R	2.50	3.50	4.50
● Crag Saurian	R	1.00	2.00	3.00
● Crooked Scales	R	1.50	2.50	3.50
● Crumbling Sanctuary	R	1.50	2.50	4.00
● Dawnstrider	R	2.00	3.00	4.50
● Deepwood Elder	R	1.50	2.50	4.00
● Delirach	R	3.00	4.00	5.00
● Distorting Lens	R	2.50	3.50	4.50
● Dust Bowl	R	3.00	4.00	6.00
● Embargo	R	1.50	2.50	3.50
● Erithizon	R	1.00	2.00	3.50
● Extortion	R	1.00	2.00	3.00
● Extravagant Spirit	R	1.00	2.00	3.50
● Eye of Ramos	R	2.50	3.50	4.50
● Failing Manticores	R	1.50	2.50	3.50
● Food Chain	R	1.50	2.50	3.50
● Forced March	R	2.00	3.00	4.50
● Foster	R	1.00	2.00	3.50
○ Fountain Watch	R	2.50	3.50	4.50
● Game Preserve	R	1.00	2.00	3.00
● General's Regalia	R	1.00	2.00	3.00
● Haunted Crossroads (Foil)	U	4.00	6.00	8.00
● Heart of Ramos	R	1.50	2.50	4.00
● High Market	R	3.00	4.00	5.00
○ Honor the Fallen	R	1.50	2.50	4.00
● Horn of Plenty	R	1.00	2.00	3.00
● Horn of Ramos	R	1.00	2.00	4.00
● Instigator	R	1.00	2.00	3.00
● Ivory Mask	R	2.00	3.00	5.00
○ Jhovall Queen	R	3.00	4.00	5.00
● Karn's Touch	R	1.00	2.00	3.00
● Kyren Archive	R	1.00	2.00	3.00
● Kyren Toy	R	1.50	2.50	3.50
● Lava Runner	R	2.00	3.00	4.00
● Liability	R	1.00	2.00	3.00
● Lithophage	R	1.00	2.00	3.50
● Magistrate's Scepter	R	2.50	3.50	5.00
● Megatherium	R	1.50	2.50	4.00
● Mercadian Atlas	R	1.50	2.50	3.50
● Mercadian Lift	R	1.00	2.00	3.00
● Midnight Ritual	R	1.00	2.00	3.00
● Misdirection	R	5.00	6.00	8.00
● Misdirection (Foil)	R	12.00	16.00	20.00
● Monkey Cage	R	1.50	2.50	3.50
● Natural Affinity	R	1.50	2.50	4.00
● Nether Spirit	R	3.00	4.00	6.00
● Nether Spirit (Foil)	R	12.00	15.00	18.00
● Notorious Assassin	R	1.50	2.50	4.00
● Overtaker	R	1.50	2.50	4.00
● Pangosaur	R	1.00	2.00	3.00
● Power Matrix	R	3.00	4.00	5.00
● Pulverize	R	1.00	2.00	3.50
● Puppet's Verdict	R	1.00	2.00	3.00
○ Ramossian Sky Marshal	R	2.50	3.50	4.50
● Rappelling Scouts	R	1.50	2.50	4.00
● Reverent Mantra	R	3.00	4.00	5.00
● Rishadan Brigand	R	1.50	2.50	3.50
● Rishadan Pawnshop	R	1.50	2.50	4.00
● Rishadan Port	R	7.00	10.00	12.00
● Rishadan Port (Foil)	R	15.00	25.00	40.00
● Rushwood Elemental	R	3.00	4.00	6.00
● Sand Squid	R	1.00	2.00	3.00
● Saprazzan Bailiff	R	1.00	2.00	3.00
● Saprazzan Heir	R	1.50	2.50	4.00
○ Security Detail	R	1.00	2.00	3.00
● Seismic Mage	R	2.00	3.00	4.50
● Silent Assassin	R	1.50	2.50	4.00
● Skull of Ramos	R	1.50	2.50	4.00
○ Spiritual Focus	R	1.00	2.00	3.00
● Spontaneous GenerationR	R	2.50	3.50	4.50
● Squee, Goblin Nabob	R	4.00	7.00	10.00

• Ascendant Enchanter	R	2.00	3.00	4.00
• Avenger on-Dal	R	1.50	2.50	4.00
• Belbe's Portal	R	3.00	4.00	5.00
• Blastoderm (Foil)	C	4.00	7.00	10.00
• Blinding Angel	R	3.00	5.00	8.00
• Blinding Angel (Foil)	R	15.00	22.00	27.00
• Complex Automaton	R	1.00	2.00	3.50
• Death Pit Offering	R	3.00	4.00	5.00
• Divining Witch	R	2.00	3.00	4.00
• Eye of Yawgmoth	R	1.50	2.50	4.00
• Flowstone Overseer	R	2.00	3.00	5.00
• Flowstone Slide	R	2.00	3.00	4.00
• Kill Switch	R	2.00	3.00	4.00
• Kor Haven	R	3.00	4.00	5.00
• Laccophilus Titan	R	2.00	3.00	4.00
• Lin Sivvi, Defiant Hero	R	3.00	4.00	6.00
• Lin Sivvi, Defiant Hero (Foil)	R	14.00	18.00	26.00

• Mana Cache	R	1.50	2.50	3.50
• Moggcatcher	R	2.50	3.50	4.50
• Murderous Betrayal	R	1.50	2.50	3.50
• Oracle's Attendants	R	1.50	2.50	3.50
• Overload Terrain	R	2.00	3.00	4.00
• Pale Hunt	R	2.50	3.50	4.50
• Pake Moon	R	2.00	3.00	4.00
• Parallax Inhibitor	R	1.50	2.50	3.50
• Parallax Nexus	R	1.50	2.50	3.50
• Parallax Tide	R	2.00	3.00	4.00
• Parallax Wave	R	3.00	4.00	6.00
• Parallax Wave (Foil)	R	10.00	15.00	20.00
• Predator, Flagship	R	3.00	4.00	5.50
• Rath's Edge	R	1.50	2.50	3.50
• Rath's Assassin	R	2.50	3.50	4.50
• Rhox	R	2.00	3.00	5.00
• Rising Waters	R	3.00	4.00	5.00
• Rootwater Thief	R	3.00	4.00	6.00
• Saproling Burst	R	3.00	5.00	8.00
• Saproling Burst (Foil)	R	15.00	18.00	24.00
• Saproling Cluster	R	1.50	2.50	4.00
• Seahunter	R	2.00	3.00	4.00
• Shrieking Mogg	R	1.50	2.50	4.00
• Shivi's Valor	R	1.00	2.00	3.00
• Skyshroud Behemoth	R	3.00	4.00	5.00
• Skyshroud Poachers	R	1.00	2.00	4.00
• Slitpiled Serpent	R	1.00	2.00	3.00
• Spiritual Asylum	R	2.00	3.00	4.00
• Stronghold Gambit	R	2.00	3.00	4.00
• Tangle Wire	R	3.00	4.00	7.00
• Tangle Wire (Foil)	R	7.00	11.00	18.00
• Volrath the Fallen	R	3.00	4.00	5.50

PROPHECY

Full Set (143 cards)	110.00	125.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

• Alexi, Zephyr Mage	R	2.00	3.00	4.00
• Avatar of Fury	R	3.00	5.00	8.00
• Avatar of Hope	R	3.00	4.00	7.00
• Avatar of Might	R	3.00	4.00	7.00
• Avatar of Will	R	3.00	4.00	6.00
• Avatar of Woe	R	5.00	8.00	11.00
• Avatar of Woe (Foil)	R	12.00	17.00	20.00
• Blessed Wind	R	2.00	3.00	4.00
• Bog Elemental	R	1.00	2.00	3.50
• Celestial Convergence	R	2.00	3.00	4.00
• Chimeric Idol (Foil)	R	5.00	7.00	10.00
• Chimeric Idol	R	2.00	4.00	5.00
• Coffin Puppets	R	1.50	2.50	4.00
• Copper-Leaf Angel	R	2.50	3.50	4.50
• Denying Wind	R	2.50	4.00	5.00
• Dual Nature	R	2.00	3.00	4.00
• Elephant Resurgence	R	1.00	2.00	3.50
• Fickle Effort	R	1.50	2.50	4.00
• Forgotten Harvest	R	1.00	2.00	3.50
• Grael, Mind Raker	R	2.00	3.00	4.00
• Heightened Awareness	R	1.00	2.00	3.50
• Infernal Genesis	R	1.00	2.00	3.50
• Jeweled Spirit	R	1.50	2.50	4.00
• Jolrael, Empress of Beasts	R	2.50	3.50	4.50
• Keldon Battlemage	R	1.00	2.00	3.00
• Keldon Firebombers	R	1.50	2.50	3.50
• Latulra, Keldon Overseer	R	2.00	3.00	4.00
• Mageta the Lion	R	3.00	4.00	5.00
• Mageta the Lion (Foil)	R	5.00	8.00	11.00
• Mercenary Informer	R	1.50	2.50	4.00
• Mungha Wurm	R	2.00	3.00	4.00
• Overburden	R	2.00	3.00	4.00
• Plague Wind	R	3.00	4.00	6.00
• Psychic Theft	R	1.00	2.00	3.50
• Rebel Informer	R	1.50	2.50	3.50
• Rhystic Tutor	R	2.50	3.50	5.00
• Samite Sanctuary	R	1.00	2.00	3.50
• Search for Survivors	R	1.00	2.00	4.00
• Searing Wind	R	2.50	3.50	4.50
• Sheltering Prayers	R	1.00	2.00	4.00
• Shrouded Serpent	R	1.00	2.00	3.00
• Squirrel Wrangler	R	2.50	4.00	5.00
• Task Mage Assembly	R	1.00	2.00	3.50
• Troublesome Spirit	R	2.00	3.00	4.00
• Veteran Brawlers	R	2.50	3.50	4.50

INVASION

Full Set (350 cards)	210.00	225.00	280.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	75.00	90.00	110.00
Starter Deck (75 cards)	8.00	9.00	10.00
Starter Deck (75 decks)	80.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

• Absorb	R	9.00	13.00	18.00
• Aether Rift	R	2.00	3.00	4.00
• Alabaster Leech	R	1.50	2.50	3.50
• Andradite Leech	R	1.50	2.50	3.50
• Armored Guardian	R	1.50	2.50	3.50
• Artifact Mutation	R	2.00	3.00	4.00
• Atalaya, Samite Master	R	2.00	3.00	5.00
• Aura Mutation	R	2.00	3.00	4.00
• Barrin's Spit	R	1.50	2.50	3.50
• Bend or Break	R	1.00	2.00	3.00
• Bind	R	1.50	2.50	3.50
• Blazing Specter	R	5.00	7.00	10.00
• Blazing Specter (Foil)	R	14.00	18.00	25.00
• Blind Seer	R	1.50	2.50	3.50
• Blurred Mongoose	R	4.00	6.00	8.00
• Breaking Wave	R	1.00	2.00	3.00
• Callesus Giant	R	1.50	2.50	4.00
• Captain Sisay	R	2.50	3.50	4.50
• Coalition Victory	R	2.50	3.50	4.50

• Kangee, Aerie Keeper	R	1.50	2.50	3.50
• Kavu Chameleon (Foil)	U	4.00	6.00	8.00
• Kavu Lair	R	1.50	2.50	3.50
• Kavu Monarch	R	2.50	3.50	4.50
• Kavu Titan	R	4.00	6.00	8.00
• Kavu Titan (Foil)	R	7.00	10.00	15.00
• Keldin Necropolis	R	1.50	2.50	3.50
• Lotus Guardian	R	1.00	2.00	3.00
• Mage's Contest	R	1.50	2.50	4.00
• Mana Maze	R	1.50	2.50	4.00
• Marauding Knight	R	1.50	2.50	4.00
• Metathran Aerostat	R	1.00	2.00	3.00
• Meteor Storm	R	1.50	2.50	4.00
• Molimo, Mara-Sorcerer	R	2.50	3.50	4.50
• Nightscape Master	R	1.50	2.50	4.00
• Noble Panther	R	3.00	4.00	6.00
• Obliterate	R	3.00	5.00	8.00
• Overabundance	R	1.50	2.50	4.00
• Phyrexian Altar	R	1.50	2.50	3.50
• Phyrexian Deliver	R	1.00	2.00	3.00
• Phyrexian Infiltrator	R	1.50	2.50	4.00
• Phyrexian Lens	R	1.50	2.50	4.00
• Planar Portal	R	2.50	4.00	5.00
• Psychic Battle	R	1.00	2.00	3.00
• Pure Reflection	R	1.50	2.50	3.50
• Pyre Zombie	R	3.00	5.00	7.00
• Pyre Zombie (Foil)	R	12.00	16.00	20.00
• Raging Kavu	R	2.00	3.00	4.00
• Reckless Assault	R	1.00	2.00	3.00
• Restock	R	1.50	2.50	4.00
• Reya Dawnbringer	R	3.00	5.00	7.00
• Reya Dawnbringer (Foil)	R	10.00	15.00	20.00
• Rith, the Awakener	R	3.00	4.00	6.00
• Rith, the Awakener (Foil)	R	15.00	18.00	20.00
• Rout	R	3.00	5.00	7.00

• Urborg Volcano (Foil)	U	4.00	6.00	9.00
• Urza's Filter	R	1.50	2.50	4.00
• Urza's Rage	R	10.00	15.00	20.00
• Urza's Rage (Foil)	R	30.00	42.00	50.00
• Utopia Tree	R	4.00	6.00	8.00
• Utopia Tree (Foil)	R	7.00	12.00	15.00
• Verdoloth the Ancient	R	3.00	4.00	6.00
• Ville Consumption	R	1.50	2.50	4.00
• Void	R	3.00	5.00	8.00
• Void (Foil)	R	10.00	14.00	20.00
• Wash Out	U	1.00	2.00	3.00
• Wash Out (Foil)	U	3.00	4.00	6.00
• Well-Laid Plans	R	1.00	2.00	3.00
• Winnow	R	1.50	2.50	4.00
• Yawgmoth's Agenda	R	3.00	4.00	5.00

PLANESHIFT

Full Set (143 cards)	110.00	120.00	130.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	70.00	85.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

• Ancient Spider	R	1.50	2.50	3.50
• Cloud Cover	R	1.50	2.50	3.50
• Dark Suspicions	R	2.00	3.00	4.00
• Deadpact	R	2.00	3.00	4.00
• Destructive Flow	R	1.00	2.00	3.00
• Diabolic Intent	R	3.00	4.00	5.00
• Dominaria's Judgment	R	1.50	2.50	3.50
• Doomsday Specter	R	3.00	5.00	8.00
• Doomsday Specter (Foil)	R	10.00	16.00	20.00
• Drake	R	3.00	4.00	6.00
• Dralnu's Crusade	R	2.50	3.50	4.50
• Dralnu's Pet	R	2.50	3.50	5.00
• Eldrazi's Corruption	R	2.00	3.00	4.00
• Ertai, the Corrupted	R	1.50	2.50	3.50
• Forsaken City	R	2.50	3.50	4.50
• Gaea's Herald	R	1.50	2.50	3.50
• Goblin Gnome	R	2.00	3.00	4.00
• Keldon Twilight	R	3.00	4.00	6.00
• Lord of the Undead	R	1.50	2.50	4.00
• Magnifying Trefolk	R	1.00	2.00	3.00
• March of Souls	R	1.00	2.00	3.00
• Meddling Mage	R	5.00	7.00	10.00
• Meddling Mage (Foil)	R	20.00	24.00	30.00
• Meteor Crater	R	2.00	3.00	4.00
• Mogg Sentry	R	1.50	2.50	3.50
• Natural Emergence	R	2.00	3.00	4.00
• Nemata, Grove Guardian	R	3.00	4.00	6.00
• Ogrim's Chant	R	6.00	8.00	10.00
• Ogrim's Chant (Foil)	R	10.00	15.00	20.00
• Phyrexian Scout	R	7.00	9.00	14.00
• Phyrexian Scout (Foil)	R	15.00	20.00	25.00
• Phyrexian Tyranny	R	1.50	2.50	4.00
• Planar Overlay	R	1.00	2.00	3.00
• Planeswalker's Favor	R	1.00	2.00	3.00
• Planeswalker's Fury	R	2.00	3.00	4.00
• Planeswalker's Mirth	R	1.50	2.50	3.50
• Planeswalker's Scorn	R	1.50	2.50	3.50
• Planeswalker's Squire	R	1.50	2.50	3.50
• Questing Phiddigrif	R	2.00	3.00	4.00
• Quirion Dryad	R	2.00	3.00	4.00
• Radiant Kavu	R	1.50	2.50	3.50
• Samite Elder	R	1.50	2.50	3.50
• Shivan Wurm	R	5.00	8.00	10.00
• Shivan Wurm (Foil)	R	20.00	25.00	35.00
• Skyship Weatherlight	R	2.00	3.00	4.00
• Sunken Hope	R	1.50	2.50	3.50
• Tahnagath, Talruum Hero	R	3.00	4.00	6.00
• Urza's Guilt	R	2.50	4.00	5.00
• Waterspout Elemental	R	2.00	3.00	4.00

MONEY MAKER

RAPID DECAY

Odyssey's got more flashback-back than Crosby, Stills and Nash put together, and something's gotta put a stop to it. The set gives us Decompose, but as a rather clunky sorcery, it misses the mark more often than it hits. Rapid Decay, however, can nip flashback spells in the bud at instant speed and can cycle to boot. It'll also surprise your opponent by reducing his graveyard size when he tries to pump up his guys with threshold. Watch it bump a buck once people start using Odyssey's new mechanics in Extended play.

Instant

Cycling 2
Remove from the game up to three target cards in a single graveyard.

The grave robbers arrived the day after the burial. They were a day too late.

—illus. Chippy

● Coastal TowerU	1.00	2.00	3.00
● Coastal Tower (Foil)U	7.00	9.00	11.00
● Collapsing BordersR	1.00	2.00	3.00
● Collective RestraintR	3.00	4.00	6.00
● Crisis, the PurgerR	3.00	5.00	6.00
● Crisis, the Purger (Foil)R	16.00	20.00	24.00
○ Cruising KnightR	2.00	3.00	4.00
● Crystal AngelR	3.00	4.00	5.00
● Crystal SprayR	1.50	2.50	3.50
● Darigaaz, the IgniterR	3.00	5.00	9.00
● Darigaaz, the Igniter (Foil)R	14.00	19.00	26.00
○ Death or GloryR	1.50	2.50	4.00
● Desperate ResearchR	1.50	2.50	3.50
● Devouring StrossusR	3.00	4.00	5.00
● Distorting WakeR	1.50	2.50	4.00
○ Divine PresenceR	1.50	2.50	3.50
● Do or DieR	2.00	3.00	5.00
● Dromar, the BanisherR	3.00	4.00	5.00
● Dromar, the Banisher (Foil)R	14.00	17.00	20.00
● Dueling GroundsR	2.00	3.00	4.00
● Elfhome PalaceU	.75	1.50	2.25
● Elfhome Palace (Foil)U	4.00	8.00	8.00
● Elvish ChampionR	3.00	4.00	6.00
● Empress GalinaR	1.50	2.50	3.50
● Fact or FictionU	1.50	2.50	3.50
● Fact or Fiction (Foil)U	8.00	10.00	12.00
○ Fight or FlightR	1.00	2.00	3.00
● Fires of YavimayaU	1.50	2.50	3.50
● Fires of Yavimaya (Foil)U	6.00	7.00	9.00
● Ghitu FireR	4.00	5.00	6.00
● Global RuinR	1.50	2.50	3.50
● Hanna, Ship's Navigator RR	2.50	3.50	4.50
● Harsh JudgmentR	1.50	2.50	3.50
● Jade LeechR	2.50	3.50	4.50
● Juntu StakesR	1.50	2.50	3.50

MAGIC

The Gathering®

Price Guide

Dragon Arch	U	.75	1.50	2.00
False Dawn	R	1.50	2.50	3.50
Fervent Charge	R	1.50	2.50	3.50
Fire/Ice (Foil)	U	4.00	7.00	9.00
Fungal Shambler	R	1.50	2.50	3.50
Gaea's Skyfoll (Foil)	C	2.00	3.00	4.00
Gerrard Capashen	R	2.50	3.50	5.00
Gerrard Capashen (Foil)	R			
Gerrard's Verdict	U	6.00	8.00	11.00
Gerrard's Verdict (Foil)	U	5.00	1.00	1.50
Goblin Trenches	R	1.50	2.50	3.50
Guided Passage	R	1.50	2.50	3.50
Ice Cave	R	1.50	2.50	3.50
Illusion/Reality (Foil)	U	3.00	4.00	6.00
Kavu Mauler	R	1.50	2.50	3.50
Last Stand	R	1.50	2.50	3.50
Legacy Weapon	U	3.00	4.00	6.00
Life/Death (Foil)	R	.75	1.50	3.00
Lightning Angel	R	3.00	5.00	7.00
Lightning Angel (Foil)	R	15.00	20.00	30.00
Llanowar Dead (Foil)	C	2.00	4.00	6.00
Llanowar Wastes	R	4.00	6.00	8.00
Llanowar Wastes (Foil)	R	12.00	18.00	25.00
Mask of Intolerance	R	1.50	2.50	3.50
Mystic Snake	R	4.00	6.00	9.00
Mystic Snake (Foil)	R	16.00	24.00	30.00
Microviper	R	2.50	3.50	4.50
Order/Chaos (Foil)	U	2.00	4.00	6.00
Overgrown Estate	R	2.00	3.00	4.00
Pemuric Wurm	R	3.00	4.00	6.00
Pemuric Wurm (Foil)	R	5.00	8.00	10.00
Pemuric Wurm (Foil)	R	25.00	30.00	40.00
Phyrexian Arena	R	3.00	4.00	6.00
Phyrexian Arena (Foil)	R	10.00	15.00	20.00
Phyrexian Gargantuan	R			
Planar Dispute	U	1.00	2.00	3.00
Powestone Minefield	R	1.50	2.50	3.50
Prophetic Bolt	R	3.00	5.00	7.00
Prophetic Bolt (Foil)	R	15.00	20.00	25.00
Rakavolver	R	2.00	3.00	4.00
Shivan Reef	R	4.00	6.00	8.00
Shivan Reef (Foil)	R	15.00	18.00	25.00
Spectral Lynx	R	4.00	5.00	6.00
Spectral Lynx (Foil)	R	12.00	16.00	22.00
Spiritmonger	R	9.00	12.00	15.00
Spiritmonger (Foil)	R	35.00	40.00	50.00
Squee's Embrace (Foil)	C	1.50	3.00	4.00
Suffocating Blast	R	3.00	4.00	6.00
Suffocating Blast (Foil)	R	6.00	8.00	12.00
Symbiotic Deployment	R	1.50	2.50	3.50
Unnatural Selection	R	1.50	2.50	3.50
Urborg Elf (Foil)	C	1.50	3.00	4.50
Vindicta	R	7.00	12.00	14.00
Vindicta (Foil)	R	25.00	30.00	45.00
Whirlpool Warrior	R	1.50	2.50	3.50
Wild Research	R	1.50	2.50	3.50
Yavimaya Coast	R	3.00	5.00	7.00
Yavimaya Coast (Foil)	R	13.00	18.00	25.00
Yavimaya's Embrace	R	1.50	2.50	3.50

ODYSSEY 2

WIZARDS OF THE COAST-2001

Full Set (350 cards)	210.00	225.00	260.00
Booster Pack (15 packs)	2.50	3.00	3.50
Booster Box (36 packs)	75.00	90.00	110.00
Starter Deck (75 cards)	8.00	9.00	10.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Aboshan, Cephalid Emperor	R	1.00	2.00	3.00
Aegis of Honor	R	2.50	4.00	5.00
Amugaba	R	1.00	2.00	3.00
Ancestral Tribute	R	1.50	2.50	3.50
Ashen Firebeast	R	1.00	2.00	3.00
Atogatog	R	1.50	2.50	3.50
Aven Shrine	R	1.00	2.00	3.00
Balancing Act	R	2.00	3.00	4.00
Battle of Wits	R	1.00	2.00	3.00
Bearscape	R	2.00	3.00	4.00
Beloved Chaplain	U	.50	1.00	1.50
Bloodcurdler	R	1.00	2.00	3.00
Bomb Squad	R	1.50	2.50	3.50
Braids, Cabal Minion	R	3.00	4.00	5.00

Burning Sands	R	1.00	2.00	3.00
Cabal Patriarch	R	1.00	2.00	3.00
Cabal Shrine	R	1.00	2.00	3.00
Call of the Herd	R	3.00	5.00	6.00
Cantivore	R	1.00	2.00	3.00
Catalyst Stone	R	1.50	2.50	3.50
Cephalid Retainer	R	1.00	2.00	3.00
Cephalid Shrine	R	1.00	2.00	3.00
Chance Encounter	R	1.00	2.00	3.00
Charm Pendant	R	1.50	2.50	3.50
Chlorophant	R	1.00	2.00	3.00
Cogwivre	R	1.00	2.00	3.00
Crystal Quarry	R	2.00	3.00	4.00
Crystal Exchange	R	1.50	2.50	3.50
Cursed Monstrosity	R	1.00	2.00	3.00
Darkwater Catacombs	R	2.00	3.50	5.00
Decaying Soil	R	1.00	2.00	3.00
Decimate	R	2.00	3.50	5.00

STRANGE BREW

PIG IN A BLANKET

We here at *IQ* have a fondness for Phil Foglio matched only by our love for our mothers—in a totally heterosexual, non-incestuous way, of course. Not only has he defined game-related humor for almost two decades, he's unabashedly unashamed to revel in the joy of the nekkid female form (*slobber*). It never would've occurred to us that half-dressed women in clothes too sizes too small (*slobber*) could relate to a greased pig in any way—let alone be made into a game. *XXKenophile*. So Phil, for all you do, this brew's for you.



Delaying Shield	R	2.00	3.00	4.00
Deserted Temple	R	2.00	4.00	4.00
Devoted Caretaker	R	2.50	4.00	6.00
Diabolic Tutor	U	1.00	1.50	2.50
Dwight	R	4.00	7.00	10.00
Divine Sacrament	R	2.50	4.00	6.00
Dogged Hunter	R	1.00	2.00	3.00
Druid's Call	U	.50	1.00	1.50
Dwarven Shrine	R	1.00	2.00	3.00
Idescent Angel	R	1.00	2.00	3.00
Entomb	R	2.00	3.00	4.00
Epicenter	R	2.00	7.00	4.00
Extract	R	4.00	6.00	8.00
Graceful Antelope	R	1.00	2.00	3.00
Gravestorm	R	4.00	5.00	6.00
Ground Seal	R	1.50	2.50	3.50
Haunting Echoes	R	6.00	8.00	10.00
Hint of Insanity	R	1.00	2.00	3.00
Holistic Wisdom	R	1.50	2.50	3.50
Impulsive Maneuvers	R	1.00	2.00	3.00
Indescent Angel	R	6.00	8.00	10.00
Ivy Elemental	R	1.50	2.50	3.50
Junk Golem	R	1.00	2.00	3.00
Kamah, Pit Fighter	R	4.00	6.00	8.00
Karmic Justice	R	2.00	3.00	4.00
Kirtar's Wrath	R	2.00	3.50	5.00
Krosan Beast	R	3.00	5.00	6.00
Lieutenant Kirtar	R	1.50	2.50	3.50
Magnivore	R	1.00	2.00	3.00
Master Apothecary	R	1.00	2.00	3.00
Mindslither	R	2.00	3.00	4.00
Mine Layer	R	1.50	2.50	3.50
Mirari	R	7.00	11.00	15.00
Mothen Influence	R	3.00	5.00	6.00
Mortivore	R	2.00	3.00	4.00
Mossfire Valley	R	1.00	2.00	3.00
Mudhole	R	1.00	2.00	3.00
Mystic Crusader	R	3.00	5.00	6.00
Mystic Enforcer	R	3.00	5.00	6.00

Nantuko Mentor	R	1.50	2.50	3.50
Nantuko Shrine	R	1.00	2.00	3.00
Need for Speed	R	1.00	2.00	3.00
Nefarious Lich	R	1.50	2.50	3.50
New Frontiers	R	2.00	4.00	4.00
Nimble Mongoose	U	.50	1.00	1.50
Nut Collector	R	2.50	4.00	5.00
Obstinate Familiar	R	1.00	2.00	3.00
Otarian Juggernaut	R	1.00	2.00	3.00
Overrun	U	1.00	1.50	2.50
Pardic Miner	R	1.00	2.00	3.00
Patron Wizard	R	1.50	2.50	3.50
Pedantic Learning	R	1.00	2.00	3.00
Persuasion	R	2.00	3.00	4.00
Petrified Field	R	1.00	2.00	3.00
Planna, Nomad Captain	R	1.50	2.50	3.50
Price of Glory	U	1.00	1.50	2.50
Repentant Vampire	R	2.00	6.00	4.00
Sadistic Hypnotist	U	.50	1.00	1.50
Savage Firecat	R	2.50	4.00	5.00
Seize the Day	R	1.50	2.50	3.50
Seton, Krosan Protector	R	1.00	2.00	3.00
Shadowblood Ridge	R	2.00	4.00	4.00
Shadowmage Infiltrator	R	8.00	12.00	15.00
Shifty Doppelganger	R	1.50	2.50	3.50
Skycloud Expanse	R	2.00	4.00	4.00
Spellbane Centaur	R	2.00	3.00	4.00
Squirrel Mob	R	2.00	3.50	5.00
Squirrel Nest	U	1.00	2.00	2.50
Stalking Bloodsucker	R	1.50	2.50	3.50
Standstill	U	1.00	1.50	2.50
Stone-Tongue Basilisk	R	2.00	4.00	4.00
Sunorass Prairie	R	2.00	4.00	4.00
Tainted Pact	R	2.00	3.00	4.00
Tarnished Citadel	R	1.00	2.00	3.00
Terravore	R	1.50	2.50	3.50
Thought Devourer	R	1.00	2.00	3.00
Time Stretch	R	2.50	4.00	5.00

● Braids, Cabal Minion	R	4.00	6.00	10.00
● Burning Alive	U	1.50	2.50	3.00
● Buried Sands	R	4.00	7.00	11.00
● Cabal Patriarch	R	5.00	7.00	9.00
● Cabal Shrine	R	4.00	6.00	10.00
● Call of the Herd	R	9.00	13.00	16.00
○ Cantivore	R	3.00	4.00	6.00
● Catalyst Stone	R	3.00	5.00	6.00
● Centaur Garden	U	1.50	2.50	3.00
● Cephalid Retainer	R	4.00	7.00	11.00
● Cephalid Shrine	R	3.00	6.00	10.00
● Chance Encounter	R	3.00	5.00	7.00
● Charm Pendant	R	3.00	4.00	6.00
● Chlorophant	R	4.00	7.00	11.00
● Cogwivre	R	3.00	5.00	8.00
● Crystal Quarry	R	8.00	11.00	16.00
● Cultural Exchange	R	3.00	5.00	10.00
● Cursed Monstrosity	R	6.00	8.00	11.00
● Darkwater Catacombs	R	10.00	15.00	20.00
● Decaying Soil	R	3.00	4.00	6.00
● Decimate	R	7.00	11.00	15.00
○ Delaying Shield	R	3.00	5.00	8.00
● Deserted Temple	R	9.00	13.00	16.00
● Devoted Caretaker	R	9.00	13.00	16.00
● Diabolic Tutor	U	4.00	6.00	7.00
● Divert	R	18.00	25.00	30.00
○ Divine Sacrament	R	7.00	9.00	11.00
● Dogged Hunter	R	3.00	5.00	7.00
● Dwarven Shrine	R	7.00	10.00	13.00
● Earnest Fellowship	R	7.00	10.00	13.00
● Elephant Ambush	C	1.00	1.50	2.00
● Entomb	R	4.00	6.00	10.00
● Epicenter	R	5.00	7.00	11.00
● Extract	R	10.00	13.00	16.00
● Fervent Denial	U	2.00	3.00	4.00
● Firebolt	C	1.50	2.00	2.50
● Flame Burst	C	2.00	3.00	4.00
● Fledgling Imp	C	1.00	1.50	2.00
● Gorilla Titan	U	2.00	3.00	4.00
● Graceful Antelope	R	3.00	5.00	7.00
● Gravestorm	R	7.00	10.00	13.00
● Ground Seal	R	6.00	8.00	11.00
● Haunting Echoes	R	15.00	20.00	25.00
● Hint of Insanity	R	4.00	7.00	11.00
● Holistic Wisdom	R	7.00	10.00	13.00
● Impulsive Maneuvers	R	3.00	5.00	10.00
● Iridescent Angel	R	27.00	35.00	40.00
● Ivy Elemental	R	4.00	7.00	11.00
● Junk Golem	R	6.00	8.00	11.00
● Kamahl, Pit Fighter	R	15.00	20.00	25.00
● Kamahl's Desire	C	7.50	1.00	1.50
● Karmic Justice	R	3.00	6.00	10.00
● Kirtar's Desire	C	7.50	1.00	1.50
● Kirtar's Wrath	R	7.00	10.00	15.00
● Krosan Archer	C	7.50	1.00	1.50
● Krosan Avenger	C	7.50	1.00	1.50
● Krosan Beast	R	10.00	14.00	18.00
● Lava Blister	U	1.50	2.00	2.50
● Lieutenant Kirtar	R	4.00	7.00	11.00
● Magnivore	R	3.00	5.00	7.00
● Master Apothecary	R	3.00	4.00	6.00
● Milikon	U	1.50	2.00	2.50
● Mind Burst	C	7.50	1.00	1.50
● Mindslither	R	10.00	13.00	16.00
● Mine Layer	R	3.00	4.00	6.00
● Miran	R	35.00	40.00	45.00
● Molten Influence	R	8.00	12.00	15.00
● Mortivore	R	3.00	5.00	7.00
● Mossfire Valley	R	3.00	4.00	6.00
● Mudhole	R	3.00	4.00	5.00
● Mystic Crusader	R	7.00	10.00	13.00
● Mystic Enforcer	R	7.00	10.00	13.00
● Nantuko Mentor	R	4.00	6.00	10.00
● Nantuko Shrine	R	7.00	9.00	12.00
● Need for Speed	R	3.00	5.00	7.00
● Nefarious Lich	R	3.00	5.00	7.00
● New Frontiers	R	4.00	7.00	11.00
● Nimble Mongoose	U	3.00	4.00	5.00
● Nomad Stadium	U	1.50	2.00	2.50
● Nut Collector	R	6.00	9.00	12.00
● Obstinate Familiar	R	4.00	6.00	9.00
● Otarian Juggernaut	R	6.00	12.00	15.00
● Overrun	R	3.00	5.00	7.00
● Pardon Miner	R	2.00	3.00	4.00
● Patron Wizard	R	4.00	7.00	11.00
● Pedantic Learning	R	3.00	6.00	10.00
● Persuasion	R	3.00	5.00	10.00
● Petrifield Field	R	5.00	7.00	9.00
● Plains, Nomad Captain	R	4.00	6.00	9.00
● Predict	U	1.50	2.00	2.50
● Price of Glory	U	2.00	3.00	4.00
● Psychic	U	2.00	3.00	4.00
● Ravaged Highlands	C	1.00	1.50	2.00
● Repugnant Vampire	R	6.00	9.00	12.00
● Resilient Wanderer	U	1.50	2.50	3.00
● Rites of Spring	C	1.50	2.00	2.50
● Rotting Giant	U	1.50	2.00	2.50
● Sadistic Hypnotist	U	1.50	2.00	3.00
● Savage Firecat	R	7.00	10.00	13.00
● Sealifer Debris	C	1.50	2.50	3.50
● Seize the Day	R	3.00	5.00	7.00
● Seton, Kronan Protector	R	4.00	6.00	10.00
● Shadowblood Eye	U	2.00	3.00	4.00
● Shadowblood Ridge	R	6.00	9.00	13.00
● Shadowmage Infirator	R	40.00	45.00	50.00
● Shifty Doppelganger	R	5.00	7.00	10.00
● Skyloved Eye	U	2.00	3.00	4.00
● Skyloved Expanse	R	8.00	12.00	15.00
● Snellbane Centaur	R	5.00	7.00	10.00

● Squirrel Mob	R	7.00	10.00	15.00
● Skinning	U	3.00	6.00	7.00
● Stalking Bloodsucker	R	4.00	6.00	9.00
● Standstill	U	2.00	3.00	4.00
● Steam Vines	U	1.50	2.50	3.00
● Still Life	U	1.50	2.00	2.50
● Stone-Tongue Basilisk	R	3.00	5.00	7.00
● Sungrass Egg	U	3.00	4.00	5.00
● Sungrass Prairie	R	4.00	6.00	10.00
● Synagogue	C	2.00	3.00	4.00
● Tainted Pact	R	7.00	10.00	12.00
● Tarnished Citadel	R	4.00	6.00	10.00
● Terravore	R	3.00	5.00	10.00
● Thought Devourer	R	4.00	6.00	10.00
● Time Stretch	R	8.00	12.00	15.00
● Tomfire	R	7.00	9.00	12.00
● Traumatize	R	18.00	23.00	28.00
● Traveling Plague	R	3.00	6.00	10.00
● Unifying Theory	R	3.00	5.00	8.00
● Upheaval	R	4.00	6.00	8.00
● Vampiric Dragon	R	23.00	28.00	32.00
● Verdant Succession	R	3.00	4.00	5.00
● Valley of Boulders	R	7.00	9.00	12.00
● Wayward Angel	R	10.00	14.00	18.00
● Words of Wisdom	C	1.50	2.50	3.00
● Zoologist	R	7.00	9.00	12.00

MAGIC PROMO CARDS WIZARDS OF THE COAST- 1993-PRESENT

○ Avatar of Hope (Foil)	Pr	4.00	6.00	8.00
● Baldurion Horde (Foil)	Pr	8.00	12.00	16.00
● Beast of Burden (Pre-release)				
	Pr	3.00	5.00	8.00
● Chill (Foil)	Pr	4.00	6.00	8.00
● Counterspell (Foil)	Pr	75.00	90.00	120.00
● Crusade (Foil)	Pr	15.00	25.00	35.00
● Dirtsworn Worm (Pre-release)				
	Pr	2.00	4.00	6.00
● Disenchant (Arena)	Pr	7.00	10.00	14.00
● Durres	Pr	6.00	9.00	14.00
● Enlightened Tutor (Foil)	Pr	5.00	8.00	12.00
● Empyrial Armor (Foil)	Pr	6.00	8.00	10.00
● Erhnam Djinn	Pr	4.00	6.00	8.00
● False Prophet (Pre-release)				
	Pr	3.00	5.00	8.00
● Fireball (4th Edition Preview)				
	Pr	2.00	4.00	6.00
● Forest (Euro France)	Pr	7.00	10.00	12.00
● Forest (Euro Germany)	Pr	7.00	10.00	12.00
● Forest (Euro UK)	Pr	7.00	10.00	12.00
● Forest (Guru)	Pr	13.00	20.00	25.00
● Forest (Urza's Saga)	Pr	1.00	2.00	4.00
● Gaea's Cradle (Foil)	Pr	30.00	45.00	55.00
● Giant Badger	Pr	2.50	3.50	5.00
● Giant Growth (Foil)	Pr	6.00	8.00	10.00
● Guru Lands (Set of 5)	Pr	70.00	90.00	110.00
● Ice Age Lands (each)	Pr	1.50	2.50	3.50
● Ice Manipulator (Foil)	Pr	5.00	7.00	10.00
● Incinerate (Arena)	Pr	4.00	6.00	7.00
● Incinerate (Foil)	Pr	4.00	6.00	7.00
● Island (Euro Italy)	Pr	7.00	10.00	12.00
● Island (Euro Scandinavia)				
	Pr	7.00	10.00	12.00
● Island (Euro UK)	Pr	7.00	10.00	12.00
● Island (Guru)	Pr	13.00	20.00	25.00
● Island (Urza's Saga)	Pr	1.00	2.00	4.00
● Jackal Pup (Foil)	Pr	6.00	8.00	10.00
● Karn, Silver Golem (Foil)				
	Pr	5.00	8.00	10.00
● Lhurgoyf (Foil)	Pr	3.00	4.00	5.00
● Lightning Bolt (Foil)	Pr	40.00	50.00	60.00
● Lightning Dragon (Pre-release)				
	Pr	4.00	7.00	10.00
● Lightning Hounds (Foil)	Pr	3.00	4.00	6.00
● Llanowar Elves (Foil)	Pr	14.00	22.00	30.00
● Longbow Archer (Foil)	Pr	4.00	6.00	9.00
● Lord of Atlantis (Foil)	Pr	7.00	10.00	14.00
● Mana Crypt	Pr	4.00	7.00	10.00
● Mind Warp (Foil)	Pr	4.00	6.00	8.00
● Monstrous Hound (Pre-release)				
	Pr	3.00	5.00	7.00
● Mountain (Euro France)	Pr	7.00	10.00	12.00
● Mountain (Euro Italy)	Pr	7.00	10.00	12.00
● Mountain (Euro Spain)	Pr	7.00	10.00	12.00
● Mountain (Guru)	Pr	13.00	20.00	25.00
● Mountain (Urza's Saga)	Pr	1.00	2.00	4.00
● Nalathni Dragon	Pr	2.00	4.00	5.00
● Necroptech (Foil)	Pr	5.00	8.00	11.00
● Oath of Druids (Foil)	Pr	45.00	55.00	70.00
● Overtaker (Pre-release)	Pr	3.00	5.00	8.00
● Pillage (Foil)	Pr	7.00	10.00	14.00
● Plains (Euro Netherlands)				
	Pr	7.00	10.00	12.00
● Plains (Euro Russia)	Pr	7.00	10.00	12.00
● Plains (Euro UK)	Pr	7.00	10.00	12.00
● Plains (Guru)	Pr	14.00	20.00	25.00
● Plains (Urza's Saga)	Pr	1.00	2.00	4.00
● Pouncing Jaguar (Foil)	Pr	3.00	6.00	8.00
● Pradigal Sorcerer (Foil)	Pr	6.00	8.00	10.00
● Quilran Ranger (Foil)	Pr	7.00	11.00	16.00
● Raging Kavu (Pre-release)				
	Pr	4.00	6.00	8.00
● Ravent Assassin (Foil)	Pr	2.00	5.00	7.00
● Revenant (Pre-release)	Pr	4.00	6.00	8.00
● Rewind (Foil)	Pr	4.00	6.00	8.00
● Rhox (Foil)	Pr	7.00	10.00	12.00
● River Boa (Foil)	Pr	7.00	12.00	15.00
● Scent of Cinder (Carl Critchlow art)	Pr	3.00	4.00	5.00

● Sengir Vampire	Pr	4.00	6.00	8.00
○ Serra Angel (6 x 9)	Pr	15.00	18.00	22.00
○ Serra Angel (Foil)	Pr	60.00	80.00	100.00
○ Serra Avatar (Foil)	Pr	25.00	35.00	50.00
● Sewers of Estark	Pr	1.00	2.50	4.00
● Shock (Foil)	Pr	7.00	10.00	13.00
● Skittering Skirge (Foil)	Pr	3.00	5.00	7.00
● Staunch Defenders (Foil)				
	Pr	3.00	5.00	7.00
● Stone Rain (Foil)	Pr	7.00	10.00	12.00
● Stroke of Genius	Pr	25.00	40.00	55.00
● Stupor (Foil)	Pr	5.00	8.00	10.00
● Swamp (Euro Belgium)	Pr	7.00	10.00	12.00
● Swamp (Euro France)	Pr	7.00	10.00	12.00
● Swamp (Euro UK)	Pr	7.00	10.00	12.00
● Swamp (Guru)	Pr	13.00	20.00	25.00
● Swamp (Urza's Saga)	Pr	1.00	2.00	4.00
● Terror (Foil)	Pr	7.00	10.00	12.00
● Thrax Quarry	Pr	6.00	9.00	14.00
● Ukktabi Drangutan (Foil)	Pr	5.00	6.00	8.00
● Vampiric Tutor (Foil)	Pr	60.00	80.00	95.00
● Volcanic Geyser (Foil)	Pr	5.00	7.00	9.00
● Warmonger (Foil)	Pr	1.00	2.00	4.00
● Windspeck Centaur	Pr	2.00	3.00	5.00



DRAGON BALL Z: SAIYAN SAGA

SCORE-2000				
Full Set (250 cards)	200.00	600.00	300.00	
Full FOIL Set (250 cards)	480.00	600.00	800.00	
Starter Deck (54 cards)	8.50	11.00	13.50	

UP YOUR SLEEVE

DOGGIE STYLE

How art thou better than Grizzly Bears? Let us count the ways. Your opponent tries sliding a feared creature like Frightcrawler past you? Just pump the dog and take it out with your now-black 3/3—or bigger—beast. Need to get threshold quickly? Just dump your hand and go in for the kill with Krosan Beast and the like. Abuse cards with a cheap flashback cost like Roar of the Worm by chucking them early or just turn a giant like Cabal Patriarch into Scooby Snacks and then Zombify him.

Starter Box (1 deck, 3 boosters)	15.00	20.00	24.00
Booster Pack (9 cards)	2.75	3.30	4.00
Common (1*) cards	10	15	25
Uncommon (3*) cards	50	75	100
Personality (4*) cards	1.00	2.00	3.00
Unlisted Rare (5*) cards	2.00	3.00	4.00

Median FOIL card prices are twice to three times its non-FOIL version.

Chien-Tzu's Physical Defense (Foil)	UR	20.00	30.00	40.00
Earth Dragon Ball 6	R	4.00	5.00	6.00
Earth Dragon Ball 7	R	4.00	5.00	6.00
Frieza's Spirit	Pr	4.00	5.00	6.00
Gohan (level 4)	Pr	4.00	5.00	6.00
Gohan's Angel	Pr	4.00	5.00	6.00
Goku (level 4)	Pr	4.00	5.00	6.00
Goku's Attack	Pr	4.00	5.00	6.00
Goku's Lucky Break	R	4.50	6.00	8.00
Goku's Lucky Break (Foil)	R	10.00	15.00	18.00
Goku's Plan (Foil)	UR	25.00	35.00	45.00
Goku's Truce (Foil)	UR	30.00	40.00	50.00
Krillin (level 4)	Pr	4.00	5.00	6.00
Krillin's Trick	Pr	4.00	5.00	6.00
Medic Kit (Foil)	UR	40.00	45.00	54.00
Nappa (level 4) (all versions)	Pr	4.00	5.00	6.00
Piccolo's Revenge	Pr	4.00	5.00	6.00
Raditz (level 4)	Pr	4.00	5.00	6.00
Saiyan Appraisal Maneuver	R	4.00	5.00	6.00
Saiyan Truce Card	R	4.00	5.00	6.00
Super Saiyan Goku's PowerPR	Pr	4.00	5.00	6.00
Vegeta (level 4)	Pr	4.50	6.00	8.00
Vegeta's Plans	R	4.50	6.00	8.00
Vegeta's Plans (Foil)	R	10.00	15.00	18.00
Vegeta's Smirk	Pr	4.00	5.00	6.00

DRAGON BALL Z: FRIEZA SAGA

SCORE-2000

Full Set (131 cards)	80.00	140.00	175.00
Full FOIL Set (131 cards)	450.00	500.00	550.00
Common (1*) cards	15	25	35
Uncommon (3*) cards	75	100	150
Personality (4*) cards	1.00	2.00	3.00
Unlisted Rare (5*) cards	2.00	3.00	4.00

Median FOIL card prices are 2x-3x its non-FOIL version.

Calming Sanctuary	PR	4.50	6.00	8.00
Captain Ginyu Transformed	PR	4.50	6.00	8.00
Dragon's Glare	PR	4.50	6.00	8.00
Friends Help Friends	PR	4.50	6.00	8.00
Frieza the Master (Foil)	UR	50.00	75.00	100.00
Goku On Namek (Level 4)	R	8.00	10.00	12.50
Goku's Good Swift Kick	PR	8.00	10.00	12.50
It's Just Not Worth It!	PR	8.00	10.00	12.50
Orange Star (Foil)	R	10.00	15.00	18.00
Piccolo (Level 4)	R	4.50	6.00	8.00
Red Blocking Hand	PR	8.00	10.00	12.50
Super Saiyan Goku (Foil - Level 4)	UR	100.00	150.00	180.00
The Last Wish	PR	8.00	10.00	12.50
Vegeta's Lunge	PR	10.00	15.00	18.00

DRAGON BALL Z: TRUNKS SAGA

SCORE-2001

Full Set (200 cards)	*	*	*
Full FOIL Set (200 cards)	*	*	*
Common (1*) cards	15	25	35
Unlisted Uncommon (3*) cards	75	100	150
Personality (4*) cards	1.00	2.00	3.00

Median FOIL card prices are 2x-3x its non-FOIL version.



Unlisted Rare (5*) cards	2.00	3.00	4.00
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Median FOIL card prices are 2x-3x its non-FOIL version.

Android 18	PR	10.00	15.00	18.00
Black Style Mastery	PR	3.00	4.00	5.00
Blue Battle Drill (Holo-Foil)	Pr	4.50	6.00	8.00
Blue Style Mastery	PR	3.00	4.00	5.00
Captain Ginyu (Holo-Foil)	Pr	9.50	12.00	15.00
Captain Ginyu (level 1-Foil)	J	4.00	5.00	6.00
Concentration Drill (Holo-Foil)	Pr	4.50	6.00	8.00
Confrontation (Holo-Foil)	Pr	4.50	6.00	8.00
Frieza (Holo-Foil)	PR	10.00	15.00	18.00
Frieza the Master (level 2 High Tech)	P	6.00	8.00	10.00
Frieza, Revived (level 4)	J	4.00	5.00	6.00
Garlic Jr. the Merciless (level 2 High Tech - Foil)	P	5.00	7.00	9.00
Garlic Jr. (Holo-Foil)	PR	10.00	15.00	18.00
Gohan (level 2 High Tech - Foil)	P	6.00	8.00	10.00
Gohan Empowered (level 4)	R	3.00	4.00	5.00
Goku (level 2 High Tech - Foil)	P	6.00	8.00	10.00
Goku's Battle Ready	R	3.00	4.00	5.00
Goku, The Unbeatable (level 4)	UR	50.00	65.00	85.00
Guru As Your Ally	R	4.50	6.00	8.00
Hero's Lucky Break	R	3.00	4.00	5.00
King Cold, Galactic Ruler (level 2 high-tech foil)	P	5.00	7.00	9.00
King Cold, the All Powerful (level 4)	UR	95.00	145.00	195.00
Krillin (level 1)	R	3.00	4.00	5.00
Krillin (level 3)	R	4.00	5.00	6.00
Krillin Enraged (level 2)	R	4.50	6.00	8.00
Namekian Dragon Ball 5	R	3.00	4.00	5.00
Namekian Dragon Ball 6	R	4.50	6.00	8.00

Namekian Dragon Ball 7	R	4.00	5.00	6.00
Namekian Dragon Ball Com.	R	3.50	4.50	5.50
Namekian Dragon Ball Wish R	R	3.00	4.00	5.00
Namekian Style Mastery	R	3.00	4.00	5.00
Orange Style Mastery	R	3.00	4.00	5.00
Piccolo (level 2 High Tech - Foil)	P	8.00	10.00	12.00
Piccolo Enraged (level 4)	R	3.00	4.00	5.00
Red King Cold Observation	R	3.00	4.00	5.00
Red Style Mastery	R	4.00	5.00	6.00
Saiyan Style Mastery	R	3.00	4.00	5.00
Spice (Hot-Foil)	PR	9.50	12.00	15.00
Spice the Enchanter (level 2 High Tech - Foil)	P	8.00	10.00	12.00

MAGE KNIGHT

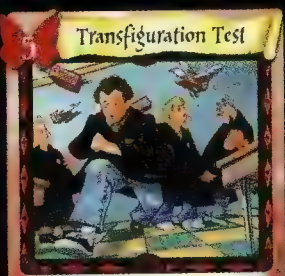
Price Guide

Cage	J	0.50	0.75	1.00
Care of Magical Creatures	L	0.15	0.25	0.35
Cauldron to Sieve	C	0.15	0.25	0.35
Charm	L	0.10	0.15	0.25
Confundus	J	0.50	0.75	1.00
Curious Raven	C	0.15	0.25	0.35
Dean Thomas	H	7.00	9.00	11.00
Delivery Owl	R	2.50	3.50	4.50
Diagon Alley	J	0.50	0.75	1.00
Dragon	PR	2.00	3.00	4.00
Dogbreath Potion	J	0.50	0.75	1.00
Draco Malfoy	F	4.50	6.00	8.00
Draco Malfoy	R	7.00	9.00	11.00
Draco's Trick	J	0.50	0.75	1.00
Dragon Heart Wand	J	0.50	0.75	1.00
Dragon's Escape	F	4.50	6.00	8.00
Draught of Living Death	R	2.00	3.00	4.00
Dunghomb	C	0.15	0.25	0.35
Elixir of Life	F	4.50	6.00	8.00
Epoximise	C	0.15	0.25	0.35
Erumpent Potion	C	0.15	0.25	0.35
Fluffy Falls Asleep	C	0.15	0.25	0.35
Forest Troll	C	0.15	0.25	0.35
Forgetfulness Potion	C	0.15	0.25	0.35
Foul Brew	C	0.15	0.25	0.35
Fumes	J	0.50	0.75	1.00
Giant Tarantula	C	0.15	0.25	0.35
Gringotts Cart Ride	F	5.00	7.00	9.00
Guard Dog	J	0.50	0.75	1.00
Harpid and the Stranger	C	0.15	0.25	0.35
Hannah Abbott	R	7.00	9.00	11.00
Harry Hurling	R	2.00	3.00	4.00
Harry Potter	H	10.00	15.00	18.00
Hermione Granger	F	4.50	6.00	8.00
Hermione Granger	R	7.00	9.00	11.00
Hiding From Snape	J	0.50	0.75	1.00
History of Magic	R	1.75	2.50	3.00
Homework	C	0.15	0.25	0.35
Hospital Wing	C	0.15	0.25	0.35
Human Chess Game	F	4.50	6.00	8.00
Illegibilus	C	0.15	0.25	0.35
Incarcarors	C	0.15	0.25	0.35
Incedio	R	2.00	3.00	4.00
Invisibility Cloak	F	4.50	6.00	8.00
Kelpie	J	0.50	0.75	1.00
Logic Puzzle	J	0.50	0.75	1.00
Lost Notes	C	0.15	0.25	0.35
Magical Mishap	C	0.15	0.25	0.35
Malevolent Mixture	R	2.50	3.50	4.50
Meet the Centaurs	R	1.75	2.50	3.00
Mountain Troll	R	2.00	3.00	4.00
Mrs. Norris	R	2.00	3.00	4.00
Mysterious Egg	J	0.50	0.75	1.00
Nearly Headless Nick	H	7.00	9.00	11.00
Norbert	R	2.00	3.00	4.00
Noxious Poison	C	0.15	0.25	0.35
Nurture	J	0.50	0.75	1.00
Obliviate	F	4.50	6.00	8.00
Olivanders	J	0.50	0.75	1.00
Out of the Woods	C	0.15	0.25	0.35
Peeves Causes Trouble	J	0.50	0.75	1.00
Pet Rat	C	0.15	0.25	0.35
Pet Toad	J	0.50	0.75	1.00
Pewter Cauldron	C	0.15	0.25	0.35
Phoenix Feather Wand	R	2.50	3.50	4.50
Platform 9 3/4	R	2.00	3.00	4.00
Pomfrey's Pick-Me-Up	J	0.50	0.75	1.00
Potion Ingredients	R	1.75	2.50	3.00
Potions	L	0.10	0.15	0.25
Potions Exam	J	0.50	0.75	1.00
Potions Mistake	C	0.15	0.25	0.35
Professor Filius Flitwick	R	7.00	9.00	11.00
Professor Severus Snape	R	7.00	9.00	11.00
Raven to Writing Desk	R	2.00	3.00	4.00
Remembrall	C	0.15	0.25	0.35
Remembrall	PR	2.00	3.00	4.00
Reptile House	J	0.50	0.75	1.00
Restricted Section	C	0.15	0.25	0.35
Ron Weasley	H	7.00	9.00	11.00
Rubens Hagrid	H	7.00	9.00	11.00
Scottish Shag	C	0.15	0.25	0.35
Shrinking Potion	R	2.00	3.00	4.00
Silver Cauldron	J	0.50	0.75	1.00
Snake's Question	C	0.15	0.25	0.35
Snake's Question	PR	3.00	4.00	5.00
Snuffling Potion	J	0.50	0.75	1.00
Squiggle Quill	C	0.15	0.25	0.35
Steelclaw	C	0.15	0.25	0.35
Strategy Session	PR	4.50	6.00	8.00
Stuffy	J	0.50	0.75	1.00
Surly Hound	C	0.15	0.25	0.35

Take Root	J	0.50	0.75	1.00
Yellows	R	2.00	3.00	4.00
Toe Biter	C	0.15	0.25	0.35
Transfiguration	L	0.10	0.15	0.25
Transfiguration Exam	R	2.00	3.00	4.00
Transfiguration Test	R	2.00	3.00	4.00
Transmogrify	J	0.50	0.75	1.00
Troll in the Bathroom	F	4.50	6.00	8.00
Unicorn	F	5.50	7.50	8.50
Unusual Pets	J	0.50	0.75	1.00
Vanishing Glass	J	0.50	0.75	1.00
Vermilions	C	0.15	0.25	0.35
Vicious Wolf	C	0.15	0.25	0.35
Wingardium Levioso	C	0.15	0.25	0.35
Winged Keys	J	0.50	0.75	1.00
Wizard Crackers	C	0.15	0.25	0.35

MONEY MAKER

TRANSFIGURATION TEST
You can save your butt by clearing the board with Transfiguration Exam, but at 10 lessons it's way expensive. Its much cheaper counterpart Transfiguration Test leaves a critter on each side but only costs you half as much. As long as your best creature is better than theirs, you'll have a much greater chance to win the damage race. Players and collectors alike are starting to catch onto this, so watch for it to jump a buck or two. And hey, it's already taught us how to turn brooms into snakes.



Transfiguration Test
SPEL
If your opponent has 2 or more Creatures in play, he or she chooses 1 of them and discards the rest. Then, if you have 2 or more Creatures in play, choose 1 of them and discard the rest.

MAGE KNIGHT

MAGE KNIGHT: REBELLION

WIZKIDS - 2000		700.00	800.00	900.00
Full Set including Promos				
Alessi Ost (#175)	PR	53.00	68.00	78.00
Altem Guardsman (#58)	2	0.75	1.00	1.50
Altem Guardsman (#59)	3	1.40	2.00	2.50
Amazon Blademistress (#60)	4	1.75	2.50	3.00
Amazon Blademistress (#61)	2	1.25	1.75	2.25
Amazon Blademistress (#62)	3	1.75	2.50	3.00
Amazon Blademistress (#63)	4	2.50	3.50	4.50
Amazon Queen (#152)	6	16.00	22.00	27.00
Amotep Gunner (#49)	2	1.40	2.00	2.50
Amotep Gunner (#50)	3	2.00	3.00	4.00
Amotep Gunner (#51)	4	4.50	6.00	8.00
Amotep Incinerator (#52)	2	1.25	1.75	2.25
Amotep Incinerator (#53)	3	1.75	2.50	3.00
Amotep Incinerator (#54)	4	2.50	3.50	4.50
Anubis (#164)	PR	148.00	200.00	250.00
Black Powder Bomber (#88)	2	1.25	1.75	2.25
Black Powder Bomber (#89)	3	1.75	2.50	3.00
Black Powder Bomber (#90)	4	2.50	3.50	4.50
Blade Golem (#65)	2	1.40	2.00	2.50
Blade Golem (#66)	3	2.00	3.00	4.00
Blade Golem (#67)	4	4.00	5.00	6.00
Bone Golem (#75)	2	2.00	3.00	4.00
Bone Golem (#76)	3	3.00	4.00	5.00
Bone Golem (#77)	4	4.00	5.00	6.00
Brass Golem (#7)	1	1.00	1.25	1.75
Brass Golem (#8)	2	1.40	2.00	2.50

Bass Golem (#9)	3	2.00	3.00	4.00
Byrch (#167)	PR	55.00	70.00	82.00
Chaos Mage (#154)	5	14.00	20.00	24.00
Crusher (#112)	4	3.00	4.00	5.00
Crusher (#113)	5	4.00	5.00	6.00
Crusher (#114)	6	5.00	6.00	7.00
Crypt Worm (#142)	3	2.00	3.00	4.00
Crypt Worm (#143)	4	3.00	4.00	5.00
Crypt Worm (#144)	5	4.00	5.00	6.00
Crystal Bladesman (#19)	1	0.75	1.00	1.50
Crystal Bladesman (#20)	2	1.40	2.00	2.50
Crystal Bladesman (#21)	3	1.75	2.50	3.00
Deep Spawn (#130)	3	1.75	2.50	3.00
Deep Spawn (#131)	4	2.50	3.50	4.50
Deep Spawn (#132)	5	4.00	5.00	6.00
Demi-magus (#10)	1	1.40	2.00	2.50
Demi-magus (#11)	2	2.00	3.00	4.00
Demi-magus (#12)	3	3.00	4.00	5.00
Digger Knap (#171)	PR	52.00	65.00	78.00
Djakaumar (#162)	PR	62.00	76.00	88.00
Dwarven Berserker (#46)	1	1.00	1.25	1.75
Dwarven Berserker (#47)	2	1.40	2.00	2.50
Dwarven Berserker (#48)	3	2.00	3.00	4.00
Dwarven Fuser (#51)	2	1.00	1.50	2.00
Dwarven Fuser (#52)	3	1.50	2.25	2.80
Dwarven Fuser (#53)	4	2.50	3.50	4.50
Dwarven Jart (#151)	6	44.00	58.00	70.00
Elemental Priest (#147)	6	14.00	20.00	24.00
Feral Bloodsucker (#34)	1	1.00	1.25	1.75
Feral Bloodsucker (#35)	2	1.40	2.00	2.50
Ficket Townley (#36)	3	2.00	2.75	3.25
Goltusp (#169)	PR	46.00	55.00	66.00
Grave Robber (#31)	1	1.00	1.50	2.00
Grave Robber (#32)	2	1.50	2.25	2.80
Grave Robber (#33)	3	2.25	3.25	4.25
Half-Troll Hacker (#18)	3	2.00	3.00	4.00
Half-Troll Hacker (#19)	4	3.00	4.00	5.00
Half-Troll Hacker (#20)	5	4.50	6.00	8.00
Hierophant (#160)	6	27.00	36.00	47.00

Nightstalker (#61)	4	2.50	3.50	4.50
Noble Archer (#97)	3	1.75	2.50	3.00
Noble Archer (#98)	4	2.50	3.50	4.50
Noble Archer (#99)	5	4.00	5.00	6.00
Oakes (#168)	PR	52.00	65.00	78.00
Order of Vlod (#150)	6	20.00	30.00	40.00
Paladin Prince (#153)	6	15.00	21.00	25.00
Ramkara (#163)	PR	56.00	70.00	82.00
Ranger (#22)	1	0.75	1.00	1.50
Ranger (#23)	2	1.25	1.75	2.25
Ranger (#24)	3	1.50	2.25	2.80
Ravashi (#172)	PR	50.00	63.00	75.00
Rowan (#166)	PR	60.00	74.00	85.00
Royal Pikeman (#100)	3	1.75	2.50	3.00
Royal Pikeman (#101)	4	2.50	3.50	4.50
Royal Pikeman (#102)	5	4.00	5.00	6.00
Screaching Terror (#82)	2	1.25	1.75	2.25
Screaching Terror (#83)	3	1.75	2.50	3.00
Screaching Terror (#84)	4	2.50	3.50	4.50
Seething Knight (#73)	2	1.00	1.50	2.00
Seething Knight (#74)	3	1.40	2.00	2.50
Seething Knight (#75)	4	1.75	2.50	3.00
Shade (#121)	3	1.40	2.00	2.50
Shade (#126)	4	2.50	3.50	4.50
Shade (#129)	5	4.00	5.00	6.00
Shaman (#115)	3	3.00	4.00	5.00
Shaman (#116)	4	3.50	4.75	5.50
Shaman (#117)	5	4.50	6.00	8.00
Skeleton (#124)	3	1.75	2.50	3.00
Skeleton (#125)	4	3.00	4.00	5.00
Skeleton (#126)	5	4.00	5.00	6.00
Slasher (#109)	3	1.75	2.50	3.00
Slasher (#110)	4	3.00	4.00	5.00
Slasher (#111)	5	4.00	5.00	6.00
Snow (#174)	PR	75.00	90.00	100.00
Steam Golem (#94)	2	1.50	2.25	2.80
Steam Golem (#95)	3	2.00	3.00	4.00
Steam Golem (#96)	4	4.00	5.00	6.00
Storm Golem (#146)	6	24.00	35.00	46.00
Temple Blademaster (#108)	3	1.75	2.50	3.00
Temple Blademaster (#107)	4	2.50	3.75	4.80
Temple Blademaster (#106)	5	4.00	5.00	6.00
Torengor (#176)	PR	48.00	60.00	72.00
Troll Artillerist (#67)	2	1.50	2.25	2.80
Troll Artillerist (#68)	3	2.00	3.00	4.00
Troll Artillerist (#69)	4	3.00	4.00	5.00
Troll Brawler (#54)	2	1.40	2.00	2.50
Troll Brawler (#55)	3	2.00	2.75	3.25
Troll Brawler (#56)	4	3.00	4.00	5.00
Troll Chieftain (#148)	6	14.00	20.00	24.00
Utem Crossbowman (#1)	1	0.75	1.00	1.50
Utem Crossbowman (#2)	2	1.25	1.75	2.25
Utem Crossbowman (#3)	3	1.40	2.00	2.50
Utem Guardsman (#4)	1	0.75	1.00	1.50
Utem Guardsman (#5)	2	1.25	1.75	2.25
Utem Guardsman (#6)	3	1.40	2.00	2.50
Werebear (#139)	3	1.75	2.50	3.00
Werebear (#140)	4	2.60	3.75	4.80
Werebear (#141)	5	4.00	5.00	6.00
Werewolf (#136)	3	2.00	3.00	4.00
Werewolf (#137)	4	3.00	4.00	5.00
Werewolf (#138)	5	4.25	5.25	6.25
Wood Golem (#61)	2	1.40	2.00	2.50
Wood Golem (#62)	3	2.00	3.00	4.00
Wood Golem (#63)	4	3.00	4.00	5.00
Woodland Scout (#13)	1	1.00	1.25	1.75
Woodland Scout (#14)	2	1.25	1.75	2.25
Woodland Scout (#15)	3	1.75	2.50	3.00
Wrath (#155)	6	17.00	23.00	28.00
Zombie (#25)	1	0.75	1.00	1.50
Zombie (#26)	2	1.25	1.75	2.25
Zombie (#27)	3	1.50	2.25	2.80

Centauro Archer (#12)	3	1.75	2.50	3.00
Centauro Lieutenant (#52)	2	1.25	1.75	2.25
Centauro Lieutenant (#53)	3	1.50	2.25	2.80
Centauro Lieutenant (#54)	4	2.00	3.00	4.00
Centauro Outsider (#7)	1	1.75	1.00	1.50
Centauro Outsider (#8)	2	1.00	1.50	2.00
Centauro Outsider (#9)	3	1.75	2.50	3.00
Champion on Heavy Warhorse (#137)	6	20.00	30.00	40.00
Carmelien the Savior (#170)	PR5	54.00	65.00	78.00
Deepwood Sentinel (#34)	1	1.00	1.25	1.75
Deepwood Sentinel (#35)	2	1.40	2.00	2.50
Deepwood Sentinel (#36)	3	2.00	3.00	4.00
Doomthax (#163)	PR5	41.00	52.00	62.00
Elf-at-Arms (#28)	1	1.75	1.00	1.50
Elf-at-Arms (#29)	2	1.00	1.50	2.00
Elf-at-Arms (#30)	3	1.75	2.50	3.00
Erodon Lightfoot (#167)	PR5	70.00	84.00	95.00
Elven Zealot (#81)	2	1.25	1.75	2.25
Elven Zealot (#82)	3	1.50	2.25	2.80
Elven Zealot (#83)	4	2.00	3.00	4.00
Faith Healer (#84)	2	1.25	1.75	2.25
Faith Healer (#85)	3	1.50	2.25	2.80
Faith Healer (#86)	4	2.00	3.00	4.00
Fell Banshee on Skeletal Fell Beast (#103)	3	1.75	2.50	3.00
Fell Banshee on Skeletal Fell Beast (#104)	4	3.50	4.50	5.50
Fell Banshee on Skeletal Fell Beast (#105)	5	4.50	5.50	6.50
Fell Reaper on Skeletal Fell Beast (#97)	3	1.75	2.50	3.00
Fell Reaper on Skeletal Fell Beast (#98)	4	3.25	4.25	5.00
Fell Reaper on Skeletal Fell Beast (#99)	5	4.50	5.50	6.50
Flesh Golem (#55)	2	1.25	1.75	2.25
Flesh Golem (#56)	3	1.50	2.25	2.80
Flesh Golem (#57)	4	2.00	3.00	4.00
Gale Bronzeboss (#149)	PR4	30.00	38.00	47.00
Gishki (#156)	PR3	20.00	30.00	40.00
Goblin Archer (#43)	1	1.75	1.00	1.50
Goblin Archer (#44)	2	1.00	1.50	2.00
Goblin Archer (#45)	3	1.75	2.50	3.00
Goblin Cannibal (#40)	1	1.75	1.00	1.50
Goblin Cannibal (#41)	2	1.00	1.50	2.00
Goblin Cannibal (#42)	3	1.75	2.50	3.00
Goblin Grenadier (#37)	1	1.75	1.00	1.50
Goblin Grenadier (#38)	2	1.00	1.50	2.00
Goblin Grenadier (#39)	3	1.75	2.50	3.00
Goblin Volunteer (#46)	1	1.75	1.00	1.50
Goblin Volunteer (#47)	2	1.00	1.50	2.00
Goblin Volunteer (#48)	3	1.40	2.00	2.50
Grim hyddow (#152)	PR4	34.00	41.00	50.00
Gulthak Gadder (#171)	PR5	48.00	60.00	72.00
Hag Hebrodia (#166)	PR5	56.00	70.00	82.00
Harrowblade Broor (#172)	PR6	40.00	48.00	59.00
Heavy Cavalier on Heavy Warhorse (#118)	3	1.75	2.50	3.00
Heavy Cavalier on Heavy Warhorse (#119)	4	3.25	4.25	5.00
Heavy Cavalier on Heavy Warhorse (#120)	5	4.00	5.00	6.00
Heavy Lancer on Heavy Warhorse (#112)	3	1.75	2.50	3.00
Heavy Lancer on Heavy Warhorse (#113)	4	3.25	4.25	5.00
Heavy Lancer on Heavy Warhorse (#114)	5	4.00	5.00	6.00
Hierajet (#162)	PR5	50.00	62.00	75.00
High Battle Mage on Scorpion Mount (#133)	6	20.00	30.00	40.00
High Elf General (#139)	6	20.00	30.00	40.00
Huntsman (#58)	2	1.25	1.75	2.25
Huntsman (#59)	3	1.50	2.25	2.80
Huntsman (#60)	4	2.00	3.00	4.00
Iron Lung (#4)	1	1.75	1.00	1.50
Iron Lung (#5)	2	1.00	1.50	2.00
Iron Lung (#6)	3	1.75	2.50	3.00
Jolium the Fish (#144)	PR4	26.00	35.00	43.00
Karnard (#151)	PR6	54.00	65.00	78.00
Keening Desmona (#165)	PR6	59.00	72.00	85.00
Khamzin Gunslinger (#22)	1	1.75	1.00	1.50
Khamzin Gunslinger (#23)	2	1.00	1.50	2.00
Khamzin Gunslinger (#24)	3	1.75	2.50	3.00
King of the Dead on Skeletal Fell Beast (#135)	6	20.00	30.00	40.00
Laurel (#146)	PR4	32.00	39.00	49.00
Lich (#141)	6	18.00	24.00	28.00
Light Cavalier on Light Warhorse (#115)	3	2.75	3.75	4.75
Light Cavalier on Light Warhorse (#116)	4	2.50	3.50	4.50
Light Cavalier on Light Warhorse (#117)	5	4.00	5.00	6.00
Light Lancer on Light Warhorse (#109)	3	1.75	2.50	3.00
Light Lancer on Light Warhorse (#110)	4	3.25	4.25	5.00
Light Lancer on Light Warhorse (#111)	5	4.00	5.00	6.00
Lightning Tallman (#150)	PR4	28.00	36.00	45.00
Longbow Archer (#31)	1	1.75	1.00	1.50

Longbow Archer (#32)	2	1.00	1.50	2.00
Longbow Archer (#33)	3	1.40	2.00	2.50
Lurker (#16)	1	1.75	1.00	1.50
Lurker (#17)	2	1.00	1.50	2.00
Lurker (#18)	3	1.75	2.50	3.00
Marsh Zombie (#13)	1	1.75	1.00	1.50
Marsh Zombie (#14)	2	1.00	1.50	2.00
Marsh Zombie (#15)	3	1.75	2.50	3.00
Martyr on Light Warhorse (#138)	6	20.00	30.00	40.00
Mogga Crackshot (#157)	PR3	20.00	30.00	40.00
Nightmare Banshee on Nightmare (#108)	3	1.75	2.50	3.00
Nightmare Banshee on Nightmare (#109)	4	2.75	3.75	4.75
Nightmare Banshee on Nightmare (#108)	5	4.50	5.50	6.50
Nightmare Reaper on Nightmare (#100)	3	1.75	2.50	3.00
Nightmare Reaper on Nightmare (#101)	4	3.25	4.25	5.00
Nightmare Reaper on Nightmare (#102)	5	4.00	5.00	6.00
Nuren the Tooth (#174)	PR5	41.00	52.00	62.00
Pod (#158)	PR3	24.00	32.00	40.00
Ratbag Thunderhoof (#168)	PR5	56.00	70.00	82.00
Render (#148)	PR3	20.00	30.00	40.00
Scarab (#159)	PR5	54.00	65.00	78.00
Scorpion Crossbowman on Scorpion Mount (#91)	3	1.75	2.50	3.00
Scorpion Crossbowman on Scorpion Mount (#92)	4	2.50	3.50	4.50
Scorpion Crossbowman on Scorpion Mount (#93)	5	4.00	5.00	6.00

Taskmaster (#140)	6	20.00	30.00	40.00
Technomancer (#49)	2	1.25	1.75	2.25
Technomancer (#50)	3	1.50	2.25	2.80
Technomancer (#51)	4	2.00	3.00	4.00
Technon on Dragonfly Mount (#134)	6	24.00	30.00	36.00
Tribal Brute (#70)	2	1.25	1.75	2.25
Tribal Brute (#71)	3	1.50	2.25	2.80
Tribal Brute (#72)	4	2.00	3.00	4.00
Uhlrik Charger on Nightmare (#136)	6	20.00	30.00	40.00
Whelp (#82)	2	1.50	2.25	2.80
Whelp (#83)	3	1.75	2.50	3.00
Whelp (#84)	4	2.50	3.50	4.50
Whirling Golem (#1)	1	1.75	1.00	1.50
Whirling Golem (#2)	2	1.00	1.50	2.00
Whirling Golem (#3)	3	1.75	2.50	3.00
Whirlw Nock (#153)	PR3	20.00	30.00	40.00
Woodroot (#145)	PR4	38.00	45.00	56.00
Yanna Fairhame (#169)	PR6	80.00	92.00	102.00

MAGE KNIGHT PROMOS AND SPECIAL RELEASES

WIZKIDS-2001

Atlantean Ram	19.00	25.00	30.00
Black Powder Rebel War Wagon	19.00	25.00	30.00
Black Thorn (#BT1)	100.00	125.00	155.00
Dungeons Treasure Chest (asst.)	20.00	30.00	40.00
Great Fire Dragon	19.00	25.00	30.00
Polar Ice Dragon	19.00	25.00	30.00
Raydan Marz (#RM1)	125.00	165.00	200.00
Venomous Shadow Dragon	19.00	25.00	30.00

Vulbor	R	2.50	3.50	4.50
Will of Orothe	R	4.50	6.00	8.00
Zet	PR	6.00	8.00	10.00

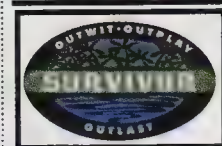
MAGI-NATION: AWAKENINGS

INTERACTIVE IMAGINATION-2001

Full Set including Ultra-Rares	100.00	150.00	180.00
Commons	.05	.10	.20
Unlisted Uncommons	.25	.50	.75
Foil Commons	1.00	1.50	2.00
Unlisted Foil Uncommons	2.00	3.00	4.00
Unlisted Rares	3.00	4.00	5.00
Unlisted Foil Rares	6.00	8.00	10.00

Median FOIL cards' prices are 2.5x-4x their non-FOIL versions.

Darkbreed Hyren	R	5.50	7.50	8.50
Furok Guardian	R	4.00	5.00	6.00
Rayje's Belt	R	14.00	20.00	24.00
Rock Hyren	R	4.50	6.00	8.00
Sorreal	R	5.00	7.00	9.00
Sperri	R	5.00	7.00	9.00
Tony Jones	PR	9.50	12.00	15.00
Tunnel Hyren	R	6.00	8.00	10.00
Ven	R	2.50	3.50	4.50
Weesve Hyren	R	4.50	6.00	8.00



SURVIVOR

UPPER DECK-2001

Full Set (150 cards)	100.00	125.00	150.00
Unlisted Commons	.10	.25	.35
Unlisted Starter Deck Cards	.10	.25	.35
Unlisted Uncommons	.25	.50	.75
Unlisted Rares	1.40	2.00	2.50

Archery	R	1.75	2.50	3.00
B.B.	R	3.00	4.00	5.00
Buried Treasure	R	2.50	3.50	4.50
Colleen	R	4.00	5.00	6.00
Create Your Own Castaway (10 cards-each)	SD	4.00	6.00	8.00
Dirk	R	2.50	3.50	4.50
Eliminate the Competition	R	4.00	5.00	6.00
Fallen Comrades	R	2.00	3.00	4.00
Gervase (auto.)	PR	17.00	24.00	28.00
Greg	R	4.50	5.50	6.50
Jenna (auto.)	PR	38.00	48.00	58.00
Kelly	R	3.50	4.50	5.50
Kimm	PR	8.00	10.00	12.50
Making Friends	R	2.00	3.00	4.00
Reward Challenge	R	2.00	3.00	4.00
Richard	SD	3.00	4.00	5.00
Rudy	R	4.50	5.50	6.50
Sean (auto.)	PR	16.00	23.00	26.00
Solidify an Alliance	R	1.75	2.50	3.00
Squared Off	R	2.00	3.00	4.00
Survivor Witch Hunt	R	1.75	2.50	3.00
Winning Personality	R	2.00	3.00	4.00

SURVIVOR: OUTBACK

UPPER DECK-2001

Full Set (150 cards)	80.00	100.00	125.00
Unlisted Commons	.10	.25	.35
Unlisted Uncommons	.25	.50	.75
Unlisted Rares	2.00	3.00	4.00

Unlisted autographed card prices are 5x-10x their regular versions.

Amber	R	3.00	4.00	5.00
Amber (auto.)	PR	36.00	47.00	56.00
Colby	R	4.00	5.00	6.00
Debb	R	2.00	3.00	4.00
Elisabeth	R	4.50	6.00	8.00
Elisabeth (auto.)	PR	45.00	54.00	65.00
Jerri	R	4.00	5.00	6.00
Keith (auto.)	PR	18.00	25.00	30.00
Kimm	R	3.50	4.50	5.50
Kimm (auto.)	PR	28.00	36.00	46.00
Michael (auto.)	PR	24.00	32.00	40.00
Nick (auto.)	PR	19.00	25.00	30.00
Rodger	R	3.00	4.00	5.00
Rodger (auto.)	R	20.00	27.00	32.00
Tina	R	3.00	4.00	5.00
Tina (auto.)	PR	20.00	27.00	32.00

STRANGE BREW

DISHWASHER SAFE

Poor Don, with his pretty-boy California tan, condemned to be a "quiet dishwasher" for as long as there are *On the Edge* cards left in the world. Poor Don, sentenced to be a conspiratorial "plug," whatever that is—though it sounds like a wad of stuff that clogs the drain of your bathroom sink. Watch out kids, this could be you. You too could be plugged at any time and find yourself on a crappy game card like *Quiet Dishwasher*, Shopping Cart Lady or Garbage Man. Well, at least it beats Diligent Farmhand. No, wait—never mind, it doesn't.



Scorpion Gunner on Scorpion Mount (#85)	3	1.75	2.50	3.00
Scorpion Gunner on Scorpion Mount (#86)	4	2.50	3.50	4.50
Scorpion Gunner on Scorpion Mount (#87)	5	4.50	5.50	6.50
Scythapox (#164)	PR6	65.00	80.00	90.00
Shazardex (#143)	PR4	26.00	35.00	43.00
Shield Maiden (#19)	1	1.75	1.00	1.50
Shield Maiden (#20)	2	1.00	1.50	2.00
Shield Maiden (#21)	3	1.75	2.50	3.00
Shieldwall Knight (#67)	2	1.25	1.75	2.25
Shieldwall Knight (#68)	3	1.40	2.00	2.50
Shieldwall Knight (#69)	4	2.00	3.00	4.00
Slurshiem (#147)	PR3	20.00	30.00	40.00
Snagu (#173)	PR6	45.00	56.00	64.00
Soaring Crossbowman on Dragonfly Mount (#94)	3	1.75	2.50	3.00
Soaring Crossbowman on Dragonfly Mount (#95)	4	3.25	4.25	5.00
Soaring Crossbowman on Dragonfly Mount (#96)	5	4.50	5.50	6.50
Soaring Gunner on Dragonfly Mount (#88)	3	1.75	2.50	3.00
Soaring Gunner on Dragonfly Mount (#89)	4	2.50	3.50	4.50
Soaring Gunner on Dragonfly Mount (#90)	5	4.50	5.50	6.50
Specter (#79)	2	1.25	1.75	2.25
Specter (#80)	3	1.50	2.25	2.80
Specter (#81)	4	2.00	3.00	4.00
Squire (#25)	1	1.75	1.00	1.50
Squire (#26)	2	1.00	1.50	2.00
Squire (#27)	3	1.75	2.50	3.00
Squirs Thomas (#151)	PR3	20.00	30.00	40.00
Taska Lakelore (#154)	PR4	32.00	39.00	49.00



Price Guide



WARLORD: SAGA OF THE STORM

ALDERAC ENTERTAINMENT—2001			
Full Set	200.00	250.00	300.00
Unlisted Commons	10	25	35
Unlisted Uncommons	25	50	75
Unlisted Rares	2.00	3.00	4.00
Aleandressa	R	4.00	5.00
Anandale's Armor	R	3.00	4.00
Assassination	R	4.00	5.00
Blade of Syneri	R	2.50	3.50
Boots of Speed	PR	5.50	7.50
Chain Lightning	R	4.00	5.00
Cloak of Protection	PR	14.00	20.00
Count Damien	R	3.00	4.00
Crown of Command	PR	14.00	20.00
Crushbone Mace	PR	14.00	20.00
Glyph of Fate	R	4.50	5.50
Glyph of Healing	PR	24.00	30.00
Great Cleave	R	3.40	4.50
Husuk	R	3.40	4.50
Imperial Amulet	PR	10.00	15.00
Johan Halfblood	R	4.50	6.00
Kerebrus	R	3.00	4.00
King Xod	R	4.00	5.00
Lathos	R	3.00	4.00
Mass Blessing	R	4.50	5.50
Master Anandale	R	3.40	4.50
Maximilian	R	3.00	4.00
Metor Swarm	R	3.00	4.00
Power Word: Kill	R	3.40	4.50
Prince Alanc	R	3.00	4.00
Princess Dashkova	R	3.40	4.50
Rahu Mennanah	R	2.50	3.50
Rod of Roaring Flames	R	3.40	4.50
Rod of Striking	PR	5.50	7.50
Rren the	R	3.00	4.00
Sithusk	R	3.40	4.50
Signon's Armor	R	3.40	4.50
Slay's Tome	PR	28.00	35.00
Sloven	R	2.50	3.50
Steel Stealer	PR	8.00	10.00
Symbol of Kerebrus	PR	5.50	7.50
Tephroth	R	3.00	4.00
The King's Lady	R	3.40	4.50
Ton Fast to See	R	2.50	3.50
Toren Yacar	R	3.40	4.50
Uther the Killer-of-Bears	R	3.40	4.50
Yedraw's Tooth	R	4.00	5.00

WARLORD: ASSASSIN'S STRIKE

ALDERAC ENTERTAINMENT—2001			
Full Set (109 cards)	125.00	150.00	175.00
Acid Breath	R	1.75	2.50
Alhana Genecourt	R	2.00	3.00
Amulet of Force	R	3.00	4.00
Anton Cyldraen	R	2.00	3.00
Attack of Opportunity	C	0.05	0.10
Avallache	C	0.05	0.10
Azamereth Flamekeeper	U	0.75	0.50
Ballista Crew	C	0.10	0.15
Baroness Lucana	R	3.00	4.00
Basilin Garqoye	U	0.75	0.50
Battle Rage	C	0.05	0.10
Behlial	C	3.00	4.00
Belsamoth	U	1.00	0.75
Black Journal	C	0.05	0.10
Black Tom of Conth	C	4.00	5.00
Blackwind	R	4.50	6.00
Blessed Vestaments	U	0.75	0.50
Bloodthirsty	U	0.75	0.50
Blue Willow Staff	C	0.05	0.10
Bracers of Core Power	R	4.00	5.00
Breastplate	C	0.05	0.10
Breastplate of Power	R	4.00	5.00
Cador	C	0.10	0.15
Contagion	U	1.00	0.75
Courage from Faith	C	0.40	0.25
Dandelia	R	2.00	3.00
Doombringer	R	3.00	4.00

Dragonscale Shield	R	2.00	3.00
Duchess Brynn	C	4.00	5.00
Dwarven Warhammer	U	1.00	0.75
Excellent Reflexes	U	0.05	0.10
Experienced Archer	C	0.05	0.10
Far Shot	C	0.05	0.10
Faue Mightyheart	C	1.40	2.00
Filal	C	0.10	0.15
Handaxe	C	0.10	0.15
Havatt-lahn Stance	U	0.75	1.00
Heart	U	1.00	0.75
Heavy Crossbow	C	0.10	0.15
Hechun	U	0.75	0.50
Holy Symbol	C	0.05	0.10
Horn of Fog	C	0.10	0.15
Howl of the Wolves	R	1.40	2.00
I Call Forth Valor	U	0.40	0.25
Improved Initiative	C	0.40	0.25
Insect Plaque	U	0.40	0.25
Invisibility potion	U	0.75	0.50
Invisible Servant	U	1.00	0.75
Jack Casey	U	1.00	0.75
Jemman	C	0.05	0.10
Kether	C	0.40	0.25
Kezah's Lons Daggers	U	0.40	0.25
Leadership	U	0.75	0.50
Maahk	U	1.00	0.75
Maheine	C	0.05	0.10
Misceran Poison	U	0.75	0.50
Nemeseth	C	0.05	0.10
Nightmist Cloak	R	2.00	3.00
Ornazuk	R	2.00	3.00
Over the Top	U	0.75	0.50
Portable Hole	R	3.00	4.00
Prontan	R	1.40	2.00
Prismatic Spray	R	2.00	3.00
Protection	R	1.40	2.00
Punch Daggers	PR	4.00	5.00
Quir Inobone	R	3.00	4.00
Rapid Shot	U	1.00	0.75
Rhydon	U	1.00	0.75
Rhythm of Defiance	C	0.05	0.10
Robe of Eyes	U	0.40	0.25
Rod of Resistance	U	0.75	0.50
Rora Blackmane	C	0.10	0.15
Saul Tombcrafter	R	2.00	3.00
Scale Mail	U	0.75	0.50
Sery	C	0.05	0.10
Sedwin Ethurizer	R	1.40	2.00
Sewer the Poisoner	R	1.40	2.00
Shield of Ancient Kings	R	1.40	2.00
Shot on the Run	C	0.05	0.10
Sir Deverea	C	0.05	0.10
Sly	U	0.75	0.50
Sleep	C	0.10	0.15
Speed of the Cheetah	R	1.40	2.00
SS-saurth	C	0.10	0.15
Stakwart	U	1.00	0.75
Strength of Death	R	1.40	2.00
Tales of Blood and Fire	U	0.40	0.25
Taith	R	4.00	5.00
Tek and Ket	C	0.05	0.10
Thunderhammer	R	4.00	5.00
Timnuk	C	0.05	0.10
Tome of Champions	F	4.00	5.00
Tome of Divine Wisdom	F	4.00	5.00
Tome of Shadows	F	4.00	5.00
Tome of the Archmage	F	4.00	5.00
Training at the Guild	C	0.05	0.10
Tyren Ruskin	C	0.40	0.25
Urg	C	0.05	0.10
Unions the Defiant	U	1.00	0.75
Valorous Shield	U	0.75	0.50
Vampire's Touch	U	0.75	0.50
Vital Spot	U	1.00	0.75
Vorum	R	1.40	2.00
Vornal Blade	R	4.00	5.00
Wall of Fire	R	2.00	3.00
Wheel of Fate	R	3.00	4.00
Whirlwind	R	1.40	2.00
Whirlwind Attack	R	4.00	5.00
Wythen	U	0.40	0.25

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Dr. Bob's Game Shop 7914 S. Parkway, #8 Huntsville, AL 35802 (256) 880-3726	Collectors Cache 7317 W. 95th Overland Park, KS 66212 (913) 648-0446	Neutra Ground 122 W. 26th St. 4th fl. New York, NY 10001 (800) 852-2442
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RECHARGE

PRICE GUIDE



Want a shock to your system? Marvel's *ReCharge*, its latest foray into the CCG world, is just the game for you. It boasts game play that's simple enough to pick up in minutes, but has enough strategy to keep more experienced gamers entertained. The 250-card inaugural set showcases lots of cool artwork of

all of the top characters from the Marvel universe. In addition to the 150 unique game cards, there are 100 full-foil Power Plus cards, which have special bonuses and are ultra-rare. The game's playable straight out of both the starters and the boosters, each of which can be had on the cheap. Get charged!

MARVEL RECHARGE MARVEL-2001

#	TYPE	NAME	RARITY
1	Hero	Spider-Man	R
2	Hero	Daredevil	U
3	Hero	Hulk	U
4	Hero	Captain America	U
5	Hero	Thor	U
6	Hero	U.S. War Machine	U
7	Hero	Spider-Man Special: Web Blast	U
8	Hero	Human Torch	C
9	Hero	Thing	C
10	Hero	Silver Surfer	C
11	Hero	Dr. Doom	R
12	Hero	Green Goblin	U
13	Hero	Super-Skrull	U
14	Hero	Bullseye	U
15	Hero	Carnage	U
16	Hero	Venom Special: Berserk	U
17	Hero	Red Skull	U
18	Hero	Kingpin	C
19	Hero	Doctor Octopus	C
20	Hero	Rhino	C
21	Hero	Elektra	U
22	Hero	She-Hulk	U
23	Hero	Spider-Girl	U
24	Hero	Warbird	U
25	Hero	Dagger	U
26	Hero	Elektra Special: Assassin	U
27	Hero	Alias	U
28	Hero	Firestar	C
29	Hero	Wasp	U
30	Hero	Crystal	C
31	Hero	Wolverine	R
32	Hero	Professor X	C
33	Hero	Cyclops	C
34	Hero	Cable	U
35	Hero	Angel	U
36	Hero	Ice-Man	U
37	Hero	Wolverine Special: Berserk	U
38	Hero	Gambit	C
39	Hero	Colossus	C
40	Hero	Bishop	C
41	Hero	Punisher	U
42	Hero	Ghost Rider	C
43	Hero	Blade	C
44	Hero	Mr. Fantastic/Invisible Woman	U
45	Hero	Medusa	U
46	Hero	Tigra	C
47	Hero	Beast	R
48	Hero	Nightcrawler	R
49	Hero	Sunfire	R
50	Hero	Black Cat	R
51	Hero	Silver Sable	R
52	Hero	Enchantress	U
53	Hero	Sabretooth	R
54	Hero	Mr. Sinister	C
55	Hero	Juggernaut	C
56	Hero	Storm	U
57	Hero	Jubilee	U
58	Hero	Shadowcat	C
59	Hero	Black Widow	U
60	Hero	Daredevil/Elektra	R
61	Hero	Typhoid Mary	R
62	Hero	Satana	R
63	Hero	Magneto	R
64	Hero	Deadpool	R
65	Hero	Quicksilver	R
66	Hero	Blob	R
67	Hero	Jean Grey	R
68	Hero	Rogue	R
69	Hero	White Queen	R
70	Hero	Polaris	R
71	Hero	Mystique	R
72	Hero	Madelyne Pryor	R
73	Hero	Domino	R
74	Hero	Scarlet Witch	R
75	Hero	Phoenix	R
76	Hero	Doop	R
77	Team	Spider-Man/Rhino	C
78	Team	Hulk/Wolverine	C
79	Team	Daredevil/Punisher Special: Crossover	U
80	Team	Fantastic 4	C
81	Team	Witches	C
82	Team	S.H.I.E.L.D. Special: Crossover	U
83	Team	Inhumans	R
84	Team	Ultimate Weapon X	R
85	Team	Brotherhood	R
86	Team	Hydra	U
87	Team	Aim	R
88	Team	Hand	R
89	Team	Sentinels	C
90	Team	Marauders	U
91	Team	Brotherhood of Evil Mutants Special: Crossover	U
92	Team	Exiles	C
93	Team	Morlocks	U
94	Team	X-Force Special: Crossover	U
95	Team	Avengers	R
96	Team	X-Men	R
97	Power	Iron Man	R
98	Power	Daredevil Special: Blackout	U
99	Power	Punisher	U
100	Power	Hulk	U
101	Power	Spider-Man	U
102	Power	Electro	R
103	Power	Kingpin Special: Kickback	U
104	Power	Sabretooth	U
105	Power	Magneto	U
106	Power	Green Goblin	U
107	Power	Sage	R
108	Power	Rogue Special: Hug-tied	U
109	Power	Storm	U
110	Power	Jean Grey	U
111	Power	Elektra	U
112	Power	Nightcrawler	R
113	Power	Ice-Man Special: Freeze-out	U
114	Power	Colossus	U
115	Power	Wolverine	U
116	Power	Professor X	U
117	Power	Black Panther/Mephisto	C
118	Power	Thing/Super-Skrull	C
119	Power	Hulk/Abomination Special: Wipeout	R
120	Power	Iron Man/Kang	C
121	Power	Mr. Fantastic/Dr. Doom	U
122	Power	Thor/Enchantress	C
123	Power	Daughters of the Dragon	C
124	Power	Hulk/She-Hulk Special: Wipeout	R
125	Power	Black Bolt/Medusa	C
126	Power	Captain Marvel/Moondragon	U
127	Power	Daredevil/Black Widow	R
128	Power	Banshee/Forge	R
129	Power	Human Torch/Chamber	R
130	Power	Wonderman/Beast Special: Premortification	R
131	Power	Spider-Man/Wolverine	R
132	Power	Human Torch/Iceman	R
133	Power	Cable/Nick Fury	R
134	Power	Carnage/Shriek	R
135	Power	Stryke/Domino	R
136	Power	Ultron/Warbird Special: Rebirth	R
137	Power	Punisher/Black Widow	R
138	Power	Bullseye/Elektra	R
139	Power	Ghost Rider/Typhoid Mary	R
140	Power	Shadow King/Psycloe	C
141	Power	Apocalypse/Archangel	C
142	Power	Mr. Sinister/Cyclops Special: Reveal	R
143	Power	Magneto/Professor X	U
144	Power	Sabretooth/Wolverine	U
145	Power	Polaris/Havok	C
146	Power	Viper/Wolverine	C
147	Power	Yukio/Wolverine Special: Rebirth	R
148	Power	Dazzler/Longshot	C
149	Power	Jubilee/Wolverine	U
150	Power	Rogue/Gambit	R
151	PP	Spider-Man	UR
152	PP	Daredevil	UR
153	PP	Hulk	UR
154	PP	Captain America	UR
155	PP	Thor	UR
156	PP	U.S. War Machine	UR
157	PP	Spider-Man Special: Web Blast	UR
158	PP	Human Torch	UR
159	PP	Thing	UR
160	PP	Silver Surfer	UR
161	PP	Dr. Doom	UR
162	PP	Green Goblin	UR
163	PP	Super-Skrull	UR
164	PP	Bullseye	UR
165	PP	Venom Special: Berserk	UR
166	PP	Red Skull	UR
167	PP	Kingpin	UR
168	PP	Doctor Octopus	UR
169	PP	Rhino	UR
170	PP	Elektra	UR
171	PP	She-Hulk	UR
172	PP	Spider-Girl	UR
173	PP	Warbird	UR
174	PP	Dagger	UR
175	PP	Elektra Special: Assassin	UR
176	PP	Alias	UR
177	PP	Firestar	UR
178	PP	Wasp	UR
179	PP	Crystal	UR
180	PP	Wolverine	UR
181	PP	Professor X	UR
182	PP	Cyclops	UR
183	PP	Cable	UR
184	PP	Angel	UR
185	PP	Ice-Man	UR
186	PP	Wolverine Special: Berserk	UR
187	PP	Gambit	UR
188	PP	Colossus	UR
189	PP	Bishop	UR
190	PP	Punisher	UR
191	PP	Ghost Rider	UR
192	PP	Blade	UR
193	PP	Mr. Fantastic/Invisible Woman	UR
194	PP	Medusa	UR
195	PP	Tigra	UR
196	PP	Beast	UR
197	PP	Nightcrawler	UR
198	PP	Sunfire	UR
199	PP	Black Cat	UR
200	PP	Silver Sable	UR
201	PP	Enchantress	UR
202	PP	Sabretooth	UR
203	PP	Juggernaut	UR
204	PP	Storm	UR
205	PP	Jubilee	UR
206	PP	Shadowcat	UR
207	PP	Black Widow	UR
208	PP	Daredevil/Elektra	UR
209	PP	Typhoid Mary	UR
210	PP	Satana	UR
211	PP	Magneto	UR
212	PP	Deadpool	UR
213	PP	Quicksilver	UR
214	PP	Blob	UR
215	PP	Jean Grey	UR
216	PP	Rogue	UR
217	PP	White Queen	UR
218	PP	Polaris	UR
219	PP	Mystique	UR
220	PP	Madelyne Pryor	UR
221	PP	Domino	UR
222	PP	Scarlet Witch	UR
223	PP	Phoenix	UR
224	PP	Doop	UR
225	PP	Spider-Man/Rhino	UR
226	PP	Hulk/Wolverine	UR
227	PP	Fantastic 4	UR
228	PP	Witches	UR
229	PP	Inhumans	UR
230	PP	Ultimate Weapon X	UR
231	PP	Hydra	UR
232	PP	Aim	UR
233	PP	Sentinels	UR
234	PP	Marauders	UR
235	PP	Exiles	UR
236	PP	Morlocks	UR
237	PP	Iron Man	UR
238	PP	Spider-Man	UR
239	PP	Electro	UR
240	PP	Green Goblin	UR
241	PP	Sage	UR
242	PP	Elektra	UR
243	PP	Nightcrawler	UR
244	PP	Professor X	UR
245	PP	Iron Man/Kang	UR
246	PP	Black Bolt/Medusa	UR
247	PP	Magneto/Professor X	UR
248	PP	Dazzler/Longshot	UR
249	PP		
250	PP		



MARVEL RECHARGE DATA

C=COMMON U=UNCOMMON R=RARE UR=ULTRA-RARE
TEAM=TEAMWORK PP=FULL-FOIL POWER PLUS

WARHAMMER

40,000

CCG CHECKLIST

Leave it to Sabertooth Games to squash those **Warhammer** minis into cards. In what should be one of the hottest games of the new season, the **Warhammer CCG** takes our favorite Ork, Space Marine, Eldar and Chaos forces into a super-fun card game. It plays quickly—games last only four turns—

has easy-to-learn rules and allows for tons of combat and player interaction. Each card in the game acts not only as a unit or character, but also has any of a multitude of other game play uses. Starter decks contain 55 cards and boosters 12; each faction also has a theme deck. Time to bash and bruise!

WARHAMMER 40K SABERTOOTH GAMES-2001

CARD NAME FACTION TYPE RARITY

'Ar'd Boyz	Ork	Unit	C
5th Co. Stan. Bearer	SM	Unit	R
Aband. Settlement	Gen	Fort	C
Adepta Sororitas	SM	Unit	R
Agemann's Bodyg.	SM	Unit	U
Akhal	Eldar	Unit	R
Aleathra	Eldar	Unit	C
Apothecary Singa	SM	Char	C
Ardean Raiders	Gen	Unit	C
Ardeas Valley	Gen	Sect	FX
Arennis	Eldar	Unit	U
Arthredil	Eldar	Unit	U
Assault Drop Pods	SM	Unit	R
Assumen	Eldar	Unit	R
Athercion	Eldar	Unit	U
Avatar	Eldar	Unit	UR
Baal Predator	SM	Unit	U
Bad Moon Boyz	Ork	Unit	C
Baharath	Eldar	Unit	C
Balechta	Eldar	Unit	C
Barbed Wire	Gen	Fort	C

Barbican Peaks	Gen	Sect	FX
Barbican Settlers	Gen	Unit	C
Battle Wagon	Ork	Unit	UR
Big Wattz, Mekboss	Ork	Char	U
Bike Squad	SM	Unit	C
Blood Angels Term.	SM	Unit	C
Blood Axe Boyz	Ork	Unit	U
Bloodthirster	Chaos	Unit	R
Boarboyz	Ork	Unit	C
Boss Snikrot	Ork	Char	R
Boss Zagstruk	Ork	Char	UR
Bunker Complex	Gen	Fort	U
Burna Boyz	Ork	Unit	U
Captain Agemman	SM	Char	R
Captain Miller	SM	Char	R
Ceruthar	Eldar	Unit	C
Chaos	Chaos	Fleet	FL
Chaos Bikers	Chaos	Unit	C
Chaos Dreadnought	Chaos	Unit	R
Chaos Havocs	Chaos	Unit	U
Chaos Land Raider	Chaos	Unit	R
Chaos Obliterators	Chaos	Unit	R
Chaos Predator	Chaos	Unit	C
Chaos Pred. Destr.	Chaos	Unit	U
Chaos Rhino	Chaos	Unit	C
Chaos Space Mari.	Chaos	Unit	C

Chaos Terminators	Chaos	Unit	U
Chaos Thunderhawk	Chaos	Unit	R
Chaos Veterans	Chaos	Unit	R
Chaplain Darnus	SM	Char	U
Chaplain Narran	SM	Char	C
Cobra	Eldar	Unit	R
Codicier Xerid	SM	Char	U
Command Bunker	Gen	Fort	R
Command Rhino	SM	Unit	R
Comm.Reifenrath	SM	Char	UR
Cordon Tham	Gen	Char	U
Cutist Cabal	Chaos	Unit	U
Da Red. Kommandos	Ork	Unit	R
Da Vulcha Boyz	Ork	Unit	PR
Daemon Prince	Chaos	Unit	R
Daemonic Cavalry	Chaos	Unit	U
Dakka Boyz	Ork	Unit	C
Death Company	SM	Unit	R
Deathskull Boyz	Ork	Unit	C
Discs of Tzeentch	Chaos	Unit	C
Doomrider	Chaos	Unit	UR
Doomwing Fighters	Chaos	Unit	PR
Dreadnought	SM	Unit	C
Drop Pods	SM	Unit	UR
Drop Zone	Gen	Fort	U
Eldar	Eldar	Fleet	FL
Eldrad Ulthran	Eldar	Char	R
Erebuss, Chaos Lord	Chaos	Char	R
Erichina	Eldar	Unit	C
Evil Sunz Trukk Boyz	Ork	Unit	U
Fabius Bile	Chaos	Unit	PR
Falcon	Eldar	Unit	UR
Farseer Faerulthir	Eldar	Char	C
Farseer Hlan	Eldar	Char	U
Fiends of Slaanesh	Chaos	Unit	R
Fights-Bommerz	Ork	Unit	R
Fire Base	Gen	Fort	C
Fire Prism	Eldar	Unit	R
Flak Wagon	Ork	Unit	U
Flash Gitz	Ork	Unit	U
Force Field Gener.	Gen	Fort	R
Freebootas	Ork	Unit	C
Fuegan	Eldar	Char	PR
Furioso Dreadnought	SM	Unit	U
Ghazghkull Thraka	Ork	Char	PR
Goff Boyz	Ork	Unit	U
Great Unclean One	Chaos	Unit	R
Greel Shifta	Ork	Char	C
Gretchin Mob	Ork	Unit	U
Grot Slaves	Ork	Unit	U
Hvy Bolter Att. Bikes	SM	Unit	U
Hvy Bolter Razorb.	SM	Unit	U
Honor Guard	SM	Unit	U
Imeniell	Eldar	Unit	U
Inquisitor Eisenhorn	SM	Char	R
Jain Zar	Eldar	Char	U
Jainan	Eldar	Unit	R
Jamming Station	Gen	Fort	U
Jarchorra	Eldar	Unit	C
Jek Kat Ulthran	Gen	Char	R
Jetbike Sq. Alaedron	Eldar	Unit	R
Jetbike Sq. Asurilyn	Eldar	Unit	R
Jetbike Sq. Bahranai	Eldar	Unit	C
Jetbike Squad Erion	Eldar	Unit	U
Juggern. of Khorne	Chaos	Unit	C
Karandras	Eldar	Char	C
Kaura	Eldar	Unit	C
Keeper of Secrets	Chaos	Unit	C
Khaelon	Chaos	Unit	C
Khaingazhil	Eldar	Unit	C
Kharn the Betrayer	Chaos	Unit	R
Khorne Berzerkers	Chaos	Unit	UR
Khorne Bloodletters	Chaos	Unit	U

Khorne Brass Scorp.	Chaos	Unit	U
Khorne Flesh Houn.	Chaos	Unit	R
Kho. Tower of Skulls	Chaos	Unit	R
Killer Kaniz	Ork	Unit	C
Kir-itz, Daemon Pri.	Chaos	Char	UR
Kommandos	Ork	Unit	U
Laminidias	Eldar	Unit	C
Land Raider	SM	Unit	UR
Land Speeder	SM	Unit	C
Land Speed, Tornado	SM	Unit	U
Laoreth	Eldar	Unit	R
Lascannon Razorb.	SM	Unit	U
Lexicanium Fulgarr	SM	Char	C
Lochesis	Eldar	Unit	R
Lootas	Ork	Unit	R
Looted Land Raids	Ork	Unit	R
Looted Leman Russ	Ork	Unit	R
Looted Rhino	Ork	Unit	R
Lord of Change	Chaos	Unit	R
Mad Ok	Ork	Char	U
Maugan Ra	Eldar	Char	U
Maugannath	Eldar	Unit	R
Maxmi., Demi- Priest	Chaos	Char	R
Maze Fighters	Gen	Unit	C
Meircha	Eldar	Unit	C
Mekboy Speedsta	Ork	Unit	C
Mekboyz	Ork	Unit	C
Miller's Bodyguard	SM	Unit	C
Minefield	Gen	Fort	R
Mirehn	Eldar	Unit	U
Morechion	Eldar	Unit	U
Morgaan	Eldar	Unit	R
Morian the Chosen	SM	Unit	R
Morienn	Eldar	Unit	R
Multi-Melta At. Bikes	SM	Unit	C
Nael	Eldar	Unit	U
Nethatli	Eldar	Unit	R
Nightwing	Eldar	Unit	PR
Nob Mob	Ork	Unit	U
Noira	Eldar	Unit	C
Noise Marines	Chaos	Unit	U
Norlechen	Eldar	Unit	R
Nurgle Plague Bear.	Chaos	Unit	U
Nurgle Plague Eng.	Chaos	Unit	U
Nurglings	Chaos	Unit	U
Oberon Hive City	Gen	Sect	FX
Ork Dreadnought	Ork	Unit	R
Orks	Ork	Fleet	FL
Painboss	Ork	Char	R
Painboyz	Ork	Unit	C
Plague Marines	Chaos	Unit	C
Poss. Space Marines	Chaos	Unit	U
Predator Annihilator	SM	Unit	C
Predator Destructor	SM	Unit	R
Pr Nachez Rheingold	Gen	Char	U
Pulsa Rokkit Battery	Ork	Unit	U
Ralahir	Eldar	Unit	C
Rangers	Eldar	Unit	U
Raptors	Chaos	Unit	C
Red Ratchet	Ork	Char	R
Rehniun	Eldar	Unit	R
Reffenrath's Bodyg.	SM	Unit	R
Reminil	Eldar	Unit	R
Rngds Space Marin.	Chaos	Unit	C
Rhino	SM	Unit	C
Ruined Cathedral	Gen	Fort	R
Saaraine	Eldar	Unit	U
Salvage Team	Gen	Unit	C
Sgt. Horvath's Squad	SM	Unit	U
Sgt. Ragnar's Squad	SM	Unit	R
Shiera	Eldar	Unit	U
Shining Spears	Eldar	Unit	UR
Shoota Boyz	Ork	Unit	U

Skarboyz	Ork	Unit	U
Slaan. Daemonettes	Chaos	Unit	C
Slaanesh Hell-Knig.	Chaos	Unit	C
Slugga Boyz	Ork	Unit	C
Smokescreen Gener.	Gen	Fort	U
Snake Bite Boyz	Ork	Unit	R
Sneaky Gits	Ork	Unit	U
Sniper Nest	Gen	Fort	U
Space Marines	SM	Fleet	FL
Speed Freek Fighta	Ork	Unit	R
Squad Cavae	SM	Unit	C
Squad Damocles	SM	Unit	C
Squad Domitus	SM	Unit	U
Squad Faustus	SM	Unit	U
Squad Gladius	SM	Unit	U
Squad Horatus	SM	Unit	U
Squad Morpheus	SM	Unit	R
Squad Numitor	SM	Unit	U
Squad Remus	SM	Unit	C
Squad Sentia	SM	Unit	R
Squad Tiberius	SM	Unit	C
Squad Triton	SM	Unit	C
Squig Herd	Ork	Unit	U
Suagthot	Ork	Unit	U
Stethannir	Eldar	Unit	U
Stikk Bommas	Ork	Unit	U
Stompa	Ork	Unit	R
Storm Boyz	Ork	Unit	C
Support Battery	Eldar	Unit	C
Surveillance Station	Gen	Fort	R
Tank Bustas	Ork	Unit	C
Tank Traps	Gen	Fort	C
Tech Marine Ephatis	SM	Char	C
Tech Marine Krey	SM	Char	U
Tectonic Stabilizer	Gen	Fort	R
The Black Maze	Gen	Sect	FX
The Chem Bogs	Gen	Sect	FX
The Corrupted	Chaos	Unit	U
Thousand Sons	Chaos	Unit	R
Thunder. Gunship	SM	Unit	R
Tik	Gen	Char	R
Traitor Space Marin.	Chaos	Unit	U
Trukk Boyz	Ork	Unit	R
Tuethanni	Eldar	Unit	R
Tzeen. Blue Horrors	Chaos	Unit	C
Tzeentch Flammers	Chaos	Unit	C
Tzeen. Pink Horrors	Chaos	Unit	C
Ultramarine Termin.	SM	Unit	U
Underhive Gang	Gen	Unit	C
Vampire Raider	Eldar	Unit	R
Vet. Plague Marines	Chaos	Unit	U
Veteran Raptors	Chaos	Unit	U
Veteran Skarboyz	Ork	Unit	UR
Vindicare Assassin	SM	Char	PR
Vindicator	SM	Unit	R
Vyper Squad Kahil	Eldar	Unit	U
Vyper Squad Lorchal	Eldar	Unit	U
Vyper Squad Tuerean	Eldar	Unit	R
Vyridion, Plague Br.	Chaos	Char	C
Warbike Squad	Ork	Unit	C
Warbuggy	Ork	Unit	C
Warhound Titan	SM	Unit	PR
Warlord Ulk Bonesn.	Ork	Char	R
Wartrak	Ork	Unit	R
Wartrukk	Ork	Unit	R
Wave Serpent Doril	Eldar	Unit	U
Wave Serpent Lapiel	Eldar	Unit	U
Wave Serpent Yihire	Eldar	Unit	U
Wazza Boyz	Ork	Unit	C
Westle Black Blood	Gen	Char	U
Wor. Eaters Sp. Mar.	Chaos	Unit	C
Yaevin	Eldar	Unit	U
Zaphiel	Chaos	Char	U

HAMMERIN' IT HOME Warhammer 40K CCG takes minis to another dimension.



WARHAMMER 40K DATA

CHAR-CHARACTER FORT-FORTIFICATION GEN-GENERIC SECT-SECTOR SM-SPACE MARINES
C-COMMON U-UNCOMMON R-RARE UR-ULTRA-RARE FL-FLEET FX-FIXED PR-PROMO

THE LORD OF THE RINGS

GIFT GUIDE

Every blockbuster movie brings with it a host of tied-in products, but "Lord of the Rings" rules them all. Hundreds of items, from books to toys to apparel to games, are hitting stores to ride on the wave of Tolkien popularity. The market's so crowded, it's tough to tell exactly what's out there.

Not sure what to snag for the holidays for your gamer friends or the Tolkien collector who just has to have the best? Don't worry—INQUEST's got it all together for you. Over the next few pages, we've got a list of every Tolkien-related item that's new to stores or is being rereleased for the upcoming movies. From Decipher's hot new *Lord of the Rings CCG* to the Hildebrandt Brothers' special-edition Firefighters' Relief Fund Tolkien art book to United Cutlery's cutting-edge swords, it's all here.



Photo: Peter Jackson/New Line © 2001 New Line Cinema

ACTION FIGURES/PLAYSETS

Toy Biz
www.toybiz.com

PRODUCT	RETAIL PRICE
The Lord of the Rings Action Figures Assortment 1: 6" tall; include accessories	
Frodo	\$5.99
Witch-king Ringwraith	\$5.99
Strider (Aragorn)	\$5.99
Legolas	\$5.99
Newborn Lurtz Uruk-hai	\$5.99

The Lord of the Rings Action Figures Assortment 2: 6" tall; include accessories	
Gandalf	\$5.99
Gimli	\$5.99

Samwise Gamgee	\$5.99
Saruman	\$5.99
Orc Overseer	\$5.99

Action Figure Twin Pack Assortment 1: include accessories	
Boromir vs. Lurtz/Uruk-hai	\$5.99
Galahad and Frodo	\$5.99
Merry and Pippin with Maria Orc (Goblin)	\$5.99

Deluxe Horse Assortment include lights, sounds and galloping action	
The Ringwraiths and Horse	\$14.99
Arwen with Asfaloth (includes Frodo figure)	\$14.99

Electronic Cave Troll 10" tall; includes sound, motion and batteries	\$19.99
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The Lord of the Rings Collector Series: 9" to 12" tall; include authentic fabric costumes	
Gandalf/Frodo/Arwen/Aragorn/Gimli/Galahad	\$19.99

The Lord of the Rings Bow "N" Arrow Set includes 3 foam arrows and belt clip	\$16.99
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Electronic Middle Earth Sword 30"-long saber; includes sounds and 3 AA batteries	\$14.99
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Electronic Light "N" Sound "Sting" Sword 20" long; includes 3 AA batteries	\$12.99
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Flip-Top Watch digital LCD display; backlight	\$12.99
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Marble Pouches Assortments I & II 10 marbles each; leather pouch w/ LotR logo	\$6.99
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APPAREL/JEWELRY

Elbenwald
www.elbenwald.com (German-only)

8-Karat Gold and Silver One Ring	\$185.00
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New Line Cinema
www.newlinecinema.com

"Frodo Lives" Baseball Cap (black, adjustable)	\$12.95
"Frodo Lives" T-Shirt (L/XL, white)	
w/ "One Ring to Rule Them All" on sleeve	\$16.95
The Lord of the Rings Ringwraith T-Shirt (M/L/XL, black)	\$15.95

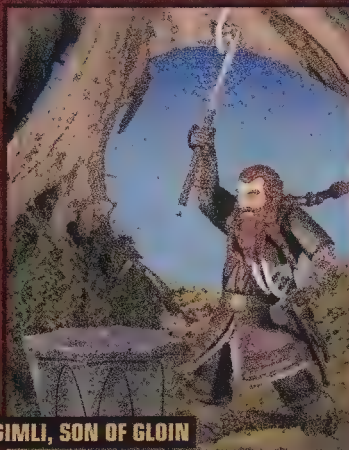
TOYS FOR TOTS

Any kid who's ever wanted to test his archery skills with Legolas's bow or recreate battle scenes from "Lord of the Rings" will love Toy Biz's new lines of action figures and playsets. The figures are fully poseable and come with authentic clothing and accessories along with specific battle actions to recreate pivotal scenes from the films. They include nearly every main character as well as a couple horses, complete with galloping actions.

The rest of the toys lend more depth to the Middle-earth world, including weapons such as a bow and arrow set and a pair of swords. Other items include a neat flip-top watch and two assortments of "Lord of the Rings" marbles.



STRIDER (ARAGORN)



GIMLI, SON OF GLOIN

BOOKS/BOOKS ON TAPE/POSTCARDS

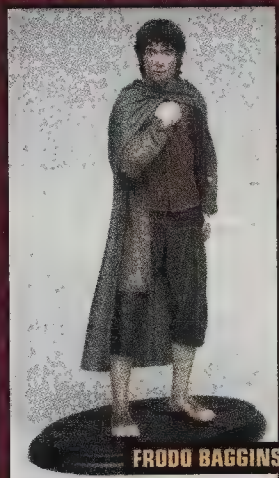
Various publishers; all titles by J.R.R. Tolkien unless otherwise noted

Bored of the Rings, by the Harvard Lampoon (paperback; parody)	\$12.00
Complete Guide to Middle-earth, by Robert Foster (paperback; cover art by Hildebrandt)	\$12.95
Farmer Giles and Other Stories, narrated by Derek Jacobi (unabridged cassette)	\$15.00
The Fellowship of the Ring (film art cover, hardcover)	\$22.00
The Fellowship of the Ring (film art cover, paperback)	\$12.00
The Fellowship of the Ring, read by Rob Inglis (unabridged cassette)	\$34.99
The Fellowship of the Ring (abridged cassette)	\$25.95
The Fellowship of the Ring Inside's Guide, by Brian Sibley (paperback)	\$6.95
The Hobbit (illustrated, paperback)	\$15.00
The Hobbit (young adult edition; hardcover)	\$18.00
The Hobbit (young adult edition; paperback)	\$10.00
The Hobbit, read by Rob Inglis (CD)	\$39.99
The Hobbit, read by Rob Inglis (unabridged cassette)	\$29.99
The Hobbit Parchment Journal from the Collection of Sam Gamgee (paperback)	\$5.95
J.R.R. Tolkien: Artist and Illustrator, by Wayne G. Hammond and Christina Scull (paperback); 200 art reproductions	\$25.00
J.R.R. Tolkien: Author of the Century, by Tom Shippey (hardcover)	\$26.00
The J.R.R. Tolkien Audio Collection, read by J.R.R. Tolkien and Christopher Tolkien (abridged CD)	\$25.00
The Lord of the Rings (film art cover, hardcover)	\$38.00
The Lord of the Rings (film art cover, paperback)	\$20.00

THE ULTIMATE COLLECTIBLES

Every Tolkien fan's always wanted to get his hands on Arwen's bust. Now you can! Sideshow, the California toy company, and New Zealand's Weta Workshop, which created the special effects for the "Lord of the Rings" movies, have teamed up to produce a vast array of figures, busts, helmets and environments based on the trilogy. The pieces from the first movie will come in six series over the next few months and are hand-painted and hand cast in heavy polystone or metal.

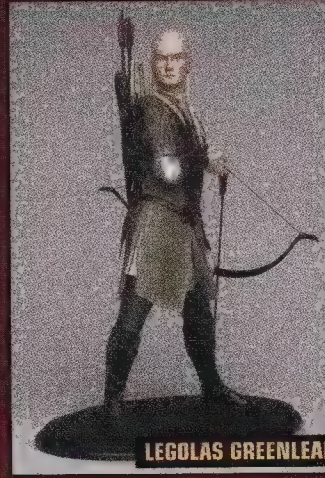
Depicted in 1:6 scale, the stone figures portray all the movie's main characters, both good and evil. The 1:4 scale stone busts bring an added dimension to several of the more important characters like Frodo, Gandalf, and Sam. The metal helmets are set in 1:4 scale and are recreated by the same metalsmiths who designed the full-scale pieces for the movies. And the environments show such domains as The Argonath and Weathertop. With their incredible attention to detail and high quality, these pieces are a must for any serious Tolkien collector.



FRODO BAGGINS



GANDALF THE GREY



LEGOLAS GREENLEAF

The Lord of the Rings (three-volume hardcover boxed edition; film art cover)	\$65.00
The Lord of the Rings (three-volume paperback boxed edition; film art cover)	\$35.00
The Lord of the Rings (unabridged CD)	\$80.00
The Lord of the Rings 9-CD set (abridged dramatization) w/letter from Peter Jackson; also available as 12-cassette set	\$59.95
The Lord of the Rings Dragons and Monsters Postcards 20 4-3/4" x 6-1/2" heavy stock postcards	\$10.95
The Lord of the Rings Postcard Book 5-Pack 5 sets of 20 4-3/4" x 6-1/2" heavy stock postcards	\$49.95
The Lord of the Rings: The Fellowship of the Ring Photo Guide, by Alison Sage (paperback)	\$9.95
The Lord of the Rings: The Fellowship of the Ring Student Planner (spiral-bound)	\$10.00
The Lord of the Rings: The Fellowship of the Ring Visual Companion, by Jude Fisher (hardcover)	\$19.95
The Lord of the Rings "Frodo Lives" Bookmarks (set of 6)	\$8.45
The Lord of the Rings Official Movie Guide, by Brian Sibley (hardcover)	\$24.95
The Lord of the Rings Official Movie Guide, by Brian Sibley (paperback)	\$14.95
The Lord of the Rings Postcards 20 4-3/4" x 6-1/2" heavy stock postcards	\$10.95
The Lord of the Rings Trilogy Gift Set (cassette)	\$80.00
The Lord of the Rings Trilogy and The Hobbit (mass market paperback)	\$27.95
The Return of the King (film art cover, hardcover)	\$22.00
The Return of the King (film art cover, paperback)	\$12.00
The Return of the King (CD)	\$49.99
The Return of the King, read by Rob Inglis (unabridged cassette)	\$49.99
The Roadkill of Middle-earth, by John Carnell (paperback; parody)	\$12.95
Roverandom, narrated by Derek Jacobi (abridged cassette)	\$15.00
The Silmarillion (paperback)	\$14.00
The Silmarillion, Second Edition (hardcover)	\$29.00
Tolkien 2002 Calendar with Poster, illus. by Ted Naismith	\$14.99
Tolkien: Architect of Middle-earth, by Daniel Grotta (hardcover, illus. by the Hildebrandts)	\$16.95
The Tolkien Diary 2002, illus. by Ted Naismith	\$17.00
Tolkien's Postcard Book 20 4-3/4" x 6-1/2" heavy stock postcards	\$10.95
Tolkien's Hobbit Postcards 20 4-3/4" x 6-1/2" heavy stock postcards	\$10.95
Tolkien's Middle-earth Postcards 20 4-3/4" x 6-1/2" heavy stock postcards	\$10.95
Tolkien: The Illustrated Encyclopedia (paperback)	\$25.00
A Tolkien Treasury, edited by Alida Becker (hardcover; regular)	\$14.98
A Tolkien Treasury, edited by Alida Becker (hardcover; mini)	\$4.95
The Two Towers (film art cover, hardcover)	\$22.00

The Two Towers (film art cover, paperback)	\$12.00
The Two Towers, read by Rob Inglis (CD)	\$49.99
The Two Towers, read by Rob Inglis (unabridged cassette)	\$34.99
Unfinished Tales of Númenor and Middle-earth, edited by Christopher Tolkien (hardcover)	\$26.00
Unfinished Tales of Númenor and Middle-earth, edited by Christopher Tolkien (paperback)	\$14.00

ELECTRONIC CONSTRUCTION ACTIVITY SETS

Playmates Toys
www.playmatetoy.com

Intelli-Blox Sampler Set Assortment 80-85 construction pieces plus 2 figures	\$9.99-11.99
Weathertop-Aragorn and Ringwraith Trollshaw Forest Clearing-Sam and Frodo Buckleberry Ferry-Pippin and Ringwraith on Horse Orc Attack at Amon-Hen-Lurtz and Boromir	
Intelli-Blox Basic Block Set: 180-185 construction pieces plus 2-3 figures	\$18.99-\$21.99
Uruk-hai Breeding Chamber-Orc Blacksmith and 2 Uruk-Hai	
Bag-End-Bilbo, Gandalf and Merry Prancing Pony-Frodo, Aragorn and Ringwraith on horse	
Intelli-Blox Basic Block Bucket 250 construction pieces plus 7 figures-each set includes Bilbo, Gandalf, Frodo, Arwen & Frodo on Horse, Gandalf's Horse, Pippin and Merry	\$24.99-27.99
Bilbo Baggins' Birthday Party Pine Forest	
Fireworks Cart	
Intelli-Blox Basic Electronic Set Assortment: 350 construction pieces plus 5-6 figures	\$39.99-44.99
Rivendell-Elrond, Frodo, Aragorn, Gandalf and Arwen Fortress of Isengard-Gandalf, Saruman, Orc Overseer, 2 Uruk-hai and Eagle	
Intelli-Blox Deluxe Electronic Set Assortment: 420 construction pieces plus 6 figures	\$49.99-54.99
Mines of Moria-Frodo, Sam, Aragorn, Gandalf, Gimli and Moria Orc	

FIGURES/BUSTS/STATUES

Diamond Select Toys

www.diamondcomics.com

Bag End Resin Figure includes Gandalf, Frodo and Frodo's Cottage; painted w/bases	\$44.50
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Lord of the Rings Vinyl Dolls (8"-10" tall)	
Gandalf	\$30.00
Saruman	\$30.00
Sideshow/Weta Workshop www.sideshowtoy.com	
Series 1: Complete Set (14 pieces)	\$777.75
Figures: Frodo Baggins (9")	\$100.00
Gandalf the Grey (12.5")	\$125.00
Lurtz (14.5")	\$125.00
Orc Overseer (10")	\$125.00
Busts: Aragorn (8.5")	\$80.00
Frodo Baggins (6.75")	\$60.00
Gandalf the Grey (9.25")	\$80.00
Moria Orc Swordsman (7")	\$60.00
Orc Overseer (6.5")	\$80.00
Pippin Took (6.75")	\$50.00
Helmets: Set of 4: Orc Crowfaced Helm (5"), Orc Hide Helm (5"), Orc Squinted Helm (5") and Orc Tragic Helm (5.5")	\$100.00
Series 2: Complete Set (14 pieces)	\$807.50
Figures: Legolas Greenleaf (12")	\$125.00
Moria Orc Swordsman (12.5")	\$125.00
Orc Pitmaster (9")	\$125.00
Orc Warrior (10")	\$125.00
Busts: Boromir, Son of Denethor (8")	\$60.00
Gimli, Son of Glain (7.5")	\$60.00
Lurtz, Uruk-hai Captain (8.5")	\$60.00
Númenorean Infantryman (9.25")	\$60.00
Samwise Gamgee (6.75")	\$50.00
Uruk-hai Scout (9.25")	\$60.00
Helmets: Set of 4: Gimli's Helm (5"), High Elven War Helm (6"), Númenorean Infantry Helm (6") and Orc Iron Cap (5")	\$100.00
Set 3: Complete Set (16 pieces)	\$1024.25
Figures: Merry Brandybuck (9")	\$100.00
Orc Brute (11.5")	\$125.00
Samwise/Bill the Pony (9.5")	\$150.00
Saruman the White (12.75")	\$150.00
Busts: Bilbo Baggins (6.25")	\$50.00

Cleaved Orc (6.5")	\$60.00
High Elven Infantryman (9.75")	\$80.00
Merry Brandybuck (6.25")	\$50.00
Nazgul Steed (12")	\$75.00
Orc Soldier (7.25")	\$60.00
Environments: Stone Troils (8")	\$150.00
Orthanc (12.5")	\$60.00
Helmets: Set of 4: Elenil's Helm (5.5"), Gandalf's Hat (6.5"), Isildur's Helm (5.75") and Moria Orc Helm (5")	\$100.00
Set 4: Figures: Aragorn, Son of Arathorn	\$125.00
Arwen Evenstar	\$125.00
Moria Orc Archer	\$125.00
Uruk-hai Scout Swordsman	\$125.00
Busts: Arwen Evenstar	\$60.00
Dwarven Lord	\$60.00
Galeadriel, the Dark Queen	\$60.00
Moria Orc Archer	\$65.00
Ringwraith	\$65.00
Wounded Orc	\$60.00
Environments: The Argonath	
Weathertop	
Series 5: Figures: Bilbo Baggins	
Elrond	
Gimli, Son of Glain	
Uruk-hai Captain	
Busts: Gil-galad, High King of Noldor	
King Elenil	
Saruman the White	
Environments: Amon-Hen	
Moria Cemetery	
Series 6: Figures: Boromir	
Galeadriel, the Dark Queen	
Pippin Took	
The Witch-king of Angmar	
Busts: Elrond, Herald of Gilgalad	
Legolas Greenleaf	
Prince Isildur	
The Witch-king of Angmar	

HOLIDAY GAMER'S GIFT

Many gamers miss the once-great *Middle-earth CCG* from Iron Crown, but Decipher's come back with their own version that lives up to its predecessor's legacy. The new *Lord of the Rings CCG* gives players the opportunity to experience the adventures and challenges that Frodo and his companions faced on their way to Mount Doom.

The 365-card set includes three card rarity levels and has characters, sites, items and events from "Fellowship of the Ring." The game requires players to play cards from both the Free Peoples and the Shadow forces, engaging them in numerous actions and battles along the way. The basic rules of the game are easy to understand but the game is complex enough to entertain hardcore gamers as well. Nine sets are currently planned for the game, with *Mines of Moria* coming up in March 2002 and *Realms of the Elf-lords* following it in July.



Environments:
Buckle Berry Ferry Landing
Hobbiton Factory

Toy Vault
store.yahoo.com/toyvault/midtoy.html

Shadow Bairo	\$14.95
Forest Bairo	\$12.50
Earth Bairo	\$12.95
Ugluk at War	\$14.95
Ugluk on the Hunt	\$12.50
Ugluk in his Cave	\$12.50
Frodo in the Barrow-downs	\$14.95
Frodo in Lorien	\$12.95
Frodo of the Shire	\$12.50
Frodo the Hobbit	\$12.50
Gollum with his Precious	\$14.95
Gollum the Fisherman	\$14.95
Gimli of the Fellowship	\$14.95
Gimli in Lorien	\$14.95
The Lord of the Kazzul	\$18.95
The Black Rider	\$21.95
The Black Captain	\$18.95
Galadriel the White Lady	\$14.95
Galadriel-Lady of the Wood	\$14.95
The Barrow-wight-Evil Spirit of Angmar	\$12.95
The Barrow-wight	\$14.95
The Nocturnal Barrow-wight	\$14.95
Gandalf the Wizard	\$7.99
Gimli the Dwarf	\$9.95

GAMES

Games Workshop
www.games-workshop.com/lotr/

The Fellowship of the Ring Miniatures Games: Ambush at Amon Hen includes Aragorn, Gimli, Legolas, Dying Boromir, Lurtz, 5x Uruk-hai, Uruk-hai carrying Merry and Uruk-hai carrying Pippin	\$39.99
Attack at Weatherport includes Frodo, Sam, Merry, Pippin, Aragorn, Witch-king and 4 Ringwraiths	\$39.99
The Battle at Khazad-Dûm includes Gandalf and Balrog	\$44.99
Escape from Orthanc includes Saruman, Gandalf and Gwaihir	\$39.99
The Fellowship of the Ring includes 128-page full-color rulebook, 48 plastic miniatures, ruined building and dice	\$39.99
The Lord of the Rings Paint Set includes 10 4-in paint pots, starter brush and painting guide	\$14.99
Warriors of Middle-earth includes 4 Men of Gondor and 12 Moria Goblins	\$14.99

Individual Blister Pack Figures: Forces of Good:	
Arwen	\$7.99
Celeborn/Galadriel	\$14.99
Dwarf Kings (2 per blister)	\$7.99
Elendil	\$7.99

Elrond	\$7.99
Gil-galad	\$7.99
Gondorian Bowman (3 per blister)	\$8.99
Gondorian Spearman (3 per blister)	\$8.99
Haldir	\$7.99
High Elf Spearman (3 per blister)	\$8.99
Isildur	\$7.99
Kings of Men (2 per blister)	\$7.99
Lothlorien Elf Bowman (3 per blister)	\$8.99
Mounted Boromir	\$8.99
Forces of Evil:	
Cave Troll	\$14.99
Lurtz	\$7.99
Moria Goblin Bowman (4 per blister)	\$8.99
Moria Goblin Warriors (4 per blister)	\$8.99
Mounted Ringwraith	\$8.99
Orc Bowman (3 per blister)	\$8.99
Orc Warriors (3 per blister)	\$8.99
Ringwraith	\$7.99
Saruman	\$7.99
Twilight Ringwraith	\$7.99
Uruk-hai Warriors (3 per blister)	\$8.99
Uruk-hai Bowman (3 per blister)	\$8.99

Scenery:
Ruined Tower of Weatherport

Decipher
www.decipher.com

The Lord of the Rings Adventure Game: Through the Mines of Moria	\$20.00
The Lord of the Rings CCG: Booster Display (36 packs)	\$118.44
Booster Pack (11 cards)	\$3.29
Starter Deck (50 cards)	\$11.95
Starter Display (12 decks)	\$143.40

The Lord of the Rings RPG

Rio Grande Games
www.riograndegames.com

The Lord of the Rings: The Search board game 2 players; art by John Howe	\$19.95
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Fantasy Flight Games
www.fantasyflightgames.com

The Hobbit: The Defeat of the Evil Dragon Smaug board game; art by Ted Naismith	\$21.95
The Lord of the Rings board game designed by Reiner Knizia; 2-5 players; includes 105 cards, 6 figures and more	\$44.95
The Lord of the Rings board game: Friends & Foes Expansion Set; 2-5 players; includes Bree and Isengard game boards plus additional cards and figures	\$44.95

GIFTS

Applause/FunToCollect.com
www.funtocollect.com/newspaperman.html

Lord of the Rings The One Ring includes light-up base	\$14.99
Lord of the Rings Elrond's Ring includes light-up base	\$14.99
Lord of the Rings Galadriel Ring includes light-up base	\$14.99
Lord of the Rings Witch-king's Ring includes light-up base	\$14.99
Lord of the Rings Ring of Barahir includes light-up base	\$14.99
Lord of the Rings Complete Collection of 5 Rings	\$57.99
Lord of the Rings Saruman Replica	\$29.99
Lord of the Rings Gandalf Replica	\$29.99
Lord of the Rings Lurtz Replica	\$29.99
Lord of the Rings Strider Replica	\$29.99
Lord of the Rings Gimli & Lurtz Sculpted Mug Set	\$29.99
Lord of the Rings Ringwraith Bank with Sound	\$29.99
Lord of the Rings Set of 3 Mini Statuettes	\$12.99
Lord of the Rings Panoramic Flip Cube	\$4.99
Lord of the Rings Sculpted Decal Mug Set	\$29.99
Lord of the Rings Gimli Card Tin	\$3.49
Lord of the Rings Orc Card Tin	\$3.49

Diamond Select Toys
www.diamondselect.com

Lord of the Rings 2-Piece Stoneware Set 8" tall 16-ounce ceramic glasses	\$19.50
Lord of the Rings Lunchbox includes drink container; limited to 7500	\$17.99
Lord of the Rings Medalion Keychains 2.25" diameter; various colors	\$4.99
Lord of the Rings Decal Mug 5" tall; 20 ounces	\$12.99
Lord of the Rings Oval Tins	\$2.99
Lord of the Rings Sculpted Mugs 5" to 5.5" tall; 20 ounces; Gimli or Lurtz	\$15.99
Lord of the Rings Ringwraith Bank 8.5" tall w/sound	\$23.99

POSTERS/PRINTS/ART

Hildebrandt Brothers
www.spiderwebart.com

Brothers Hildebrandt Tolkien Art Magnetic Postcard Book (paperback; full color; 12 postcards)	\$12.95
Dragon's Lair	\$5.99
Fellowship	\$5.99
Final Battle	\$5.99
Gift of the Elf Queen (signed by Greg Hildebrandt)	\$50.00

Greg and Tim Hildebrandt: The Tolkien Years
hardcover w/linen slipcase; 128 pages; full color
w/pullout poster; signed and numbered; New York
Firefighters 9-11 Disaster Relief Fund limited edition
w/ two original sketches (one of a Tolkien character,
one of firefighters and EMS workers); 1000 copies;
portion of proceeds donated to relief fund
\$200.00
Greg and Tim Hildebrandt: The Tolkien Years
paperback; 128 pages; full color w/pullout poster

Greg and Tim Hildebrandt: The Tolkien Years-2002 Wall Calendar (signed)	\$20.00
Greg and Tim Hildebrandt: The Tolkien Years-2002 Wall Calendar (unsigned)	\$13.00
Ring of the Elf Queen (signed by Greg Hildebrandt)	\$50.00
The Siege	\$6.99

New Line Cinema
www.newlinecinema.com

Alan Lee Hobbit Poster Set 6 prints; 11-1/2" x 18" each	\$22.95
Lord of the Rings Bus Shelter Poster 48" x 72"; double-sided	\$39.95
Lord of the Rings Movie Poster Set includes Pillars of Argonath (single-sided) and Teaser (single-sided) posters	\$24.95
Lord of the Rings Pillars of Argonath Poster 27" x 41"; single-sided	\$15.95
Lord of the Rings Pillars of Argonath Poster 27" x 41"; double-sided	\$24.95
Lord of the Rings Teaser Poster 27" x 41"; single-sided	\$15.95

SWORDS

United Cutlery
www.unitedcutlery.com

Sting (20-1/2" long; hardwood handle)	\$209.99
Glamdring (47-5/8" long; leather-wrapped grip)	\$329.99
Sword of the Witch-king (54-1/2" long; leather-wrapped grip)	\$329.99

TRADING CARDS

Artbox Entertainment
www.artboxent.com

The Lord of the Rings: The Fellowship of the Ring
Collectible FilmCardz
transparent acetate; Artbox Film Card Viewer sold
separately

Comic Images
www.comicimages.com

Greg & Tim Hildebrandt: The Tolkien Years Cards
72 cards; 8 cards per pack; limited to 2000 boxes;
autographed and sketch promos

Topps
www.topps.com

Lord of the Rings Movie Cards
90 cards; 10 rainbow foil cards plus autographed
cards; 8 cards per pack; 36 cards per box;
price per pack

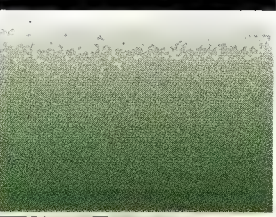
VIDEOS/VIDEO EQUIPMENT

New Line Cinema
www.newlinecinema.com

JVC DVD Player w/Lord of the Rings Packaging includes 17-minute Lord of the Rings behind-the scenes DVD, AOL disc w/Lord of the Rings screensavers and Lord of the Rings sticker	\$199.95
JVC Hi-Fi VHS Player w/Lord of the Rings Packaging includes 17-minute Lord of the Rings behind-the scenes VHS tape, AOL disc w/Lord of the Rings screensavers and Lord of the Rings sticker	\$119.95

Warner Home Video
www.warnerhomevideo.com

The Fellowship of the Ring DVD (133 minutes)	\$19.98
The Fellowship of the Ring VHS (133 minutes)	\$14.95
The Hobbit DVD (78 minutes plus highlights)	\$19.98
The Hobbit VHS (78 minutes)	\$19.98
The Lord of the Rings DVD (133 minutes)	\$19.98
The Lord of the Rings VHS (133 minutes)	\$14.95
The Return of the King DVD (97 minutes)	\$19.98



**Wanna read more of
the skinny on "Lord of
the Rings"? Check out
"Ringwatch" on page
26 and "Rule Them All"
on page 42.**

INQUEST gamer Players Guide

MAGIC

The Gathering®

CARD DESCRIPTION

CARD NAME Now you know what to call the card.

KIND The Meddling Mage is a wizard.

POWER RATING InQUEST GAMER has rated every card, with five-stars being the best and one-stars comprising the cream of the crop.

DESCRIPTION Explains exactly what the card does.

ARTIST Card's illustrator.



PASTING COST Meddling Mage costs one white and one blue mana to play.

RARENESS Tells you what set the card belongs to and the card's rarity. The Mage is a rare from the Planeshift expansion.

FLAVOR TEXT Story-related stuff.

POWER RATING Only for creatures.

NAME KIND CR PR COST SETS

ARTIFACT

Aladdin's Ring	ART	R	R4.5B/AN
Aladdin's Ring deals 4 damage to target creature or player.					
Alloy Golem	AC	U	IN
As Alloy Golem comes into play, choose a color. Alloy Golem is the chosen color or 4/4.					
Beast of Burden	AC	R	7JL
Beast of Burden's power and toughness are each equal to the total number of creatures in play.					
Bloodstone Golem	AC	U	IN
Add * or * to your mana pool.					
Brass Herald	SC	U	AP
As Brass Herald comes into play, choose a creature type. When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type into your hand and the rest on the bottom of your library. All creatures of the chosen type get +1/+1. 2/2.					
Catapults	AT	U	7JD
Whenever a creature attacks, Catapults deals 1 damage to it.					
Carthay's Skiope	ART	R	7JL
Flashback costs you pay cost up to cost. Flashback costs your opponents pay cost + more.					
Charcoal Diamond	ART	U	6.7MG
Charcoal Diamond comes into play tapped. Add * to your mana pool.					
Charmed Pendant	ART	R	DD
Put the top card of your library into your graveyard. For each colored mana symbol in that card's mana cost, add one mana of that color to your mana pool. Play this ability any time you could play an instant.					
Chromatic Spheres	ART	U	IN
Sacrifice Chromatic Spheres. Add one mana of any color to your mana pool. Draw a card.					
Coat of Arms	ART	R	7EX
Each creature gets +1/+1 for each other creature in play that shares a creature type with it.					
Cross's Attendant	AC	U	IN
Sacrifice Cross's Attendant. Add * to your mana pool.					
Crystal Ball	ART	U	U.R4.5B.7
Whenever a player plays a blue spell, you may pay. If you do, you gain 1 life.					
Darghaez's Attendant	AC	U	N
Sacrifice Darghaez's Attendant. Add * to your mana pool. 3/3.					
Darkwater Egg	ART	U	DD
Sacrifice Darkwater Egg. Add * to your mana pool. Draw a card.					
Dingus Egg	ART	R	U.R4.5B.7
Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land and its controller.					
Disrupting Scepter	ART	R	U.R4.5B.7
Target player discards a card from his hand. Play this ability only during your turn.					
Disobedient	AC	U	AP
If a spell or ability an opponent controls causes you to discard Disobedient from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard. 3/3.					

NAME KIND CR PR COST SETS

Draco	AC	R	PS
Draco costs less to play for each basic land type among which you control. Flying. At the beginning of your upkeep, sacrifice Draco unless you pay. This cost is reduced by for each basic land type among lands you control. 5/5.					
Dragon Arch	ART	U	AP
Put a multiple-draw creature card from your hand into play.					
Drake-Skin Golem	ART	U	IN
Add * or * to your mana pool.					
Driver's Attendant	AC	U	IN
Sacrifice Driver's Attendant. Add * to your mana pool. 3/3.					
Emblem of Golem	AC	U	IN
Kicker. Spend only colored mana on it. No more than one mana of each color may be spent this way. If you paid the kicker cost, Emblem of Golem comes into play with X-1/+1 counters on it. 1/2.					
Enchanting Bridge	ART	R	7SH
Creatures with power greater than the number of cards in your hand can't attack.					
Farex's Blade	ART	R	5.7HL
Create a spell's cost + more to play.					
Fire Diamond	ART	U	6.7MG
Fire Diamond comes into play tapped. Add * to your mana pool.					
Flying Carpet	ART	U	U.R4.5B.7AN
Target creature gains flying until end of turn. If you do, you gain 1 life.					
Grafted Skittercap	ART	R	7JL
At the beginning of your draw step, draw a card. At the end of your turn, discard your hand.					
Grasping Catapult	AC	U	4.5.7AQ
Grasping Catapult deals 1 damage to target creature with flying. 2/3.					
Howling Helix	ART	R	U.R4.5B.7
At the beginning of each player's draw step, if Howling Helix is untapped, that player draws a card.					
Iron Staff	ART	U	LL.R4.5B.7
Whenever a player plays a red spell, you may pay. If you do, you gain 1 life.					
Ivory Card	ART	U	U.R4.5B.7
Whenever a player plays a white spell, you may pay. If you do, you gain 1 life.					
Jailum Tonne	ART	R	5.6.7HQ
Draw a card, then discard a card from your hand.					
Jardir's Saddlebags	ART	R	R4.5.7AN
Untap target creature.					
Jayverine Tonne	ART	R	LL.R4.5B.7
Draw a card.					
Junk Golem	AC	R	DD
Junk Golem comes into play with three -1/-1 counters on it. At the beginning of your upkeep, sacrifice Junk Golem unless you remove a +1/+1 counter from it. Discard a card from your hand. Put a +1/+1 counter on Junk Golem. D/L.					
Juntu Stakes	ART	R	IN
Creatures with power 1 or less don't untap during their controllers' untap steps.					
Legacy Weapon	ART	R	AP
Remove target permanent from the game.					

NAME KIND CR PR COST SETS

Legacy Weapon	ART	R	IN
If Legacy Weapon would be put into a graveyard from anywhere, reveal Legacy Weapon and shuffle it into its owner's library instead.					
Limestone Golem	AC	U	DD
Sacrifice Limestone Golem. Target player draws a card. 3/4.					
Lexus Guard	AC	R	IN
Add one mana of any color to your mana pool. 4/4.					
Mana Golem	ART	U	PS
Add one mana of any color to your mana pool.					
Marble Diamond	ART	U	6.7MG
Marble Diamond comes into play tapped. Add * to your mana pool.					
Mask of Intolerance	ART	R	AP
At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, Mask of Intolerance deals 3 damage to him or her.					
Meekstone	ART	R	U.R4.5B.7
Creatures with power 3 or greater can't jump during their controllers' untap steps.					
Millikin	AC	U	DD
Put the top card of your library into your graveyard. Add one colorless mana to your mana pool. D/L.					
Millstone	ART	R	R4.5B.7AQ
Put the top two cards of target player's library into his graveyard.					
Mirror	ART	R	DD
Whenever you play an instant or sorcery spell, you may pay. If you do, put a copy of that spell on the stack. You may choose new targets for the copy.					
Mass Diamond	ART	U	6.7MG
Mass Diamond comes into play tapped. Add * to your mana pool.					
Mossfire Egg	ART	U	DD
Sacrifice Mossfire Egg. Add * to your mana pool. Draw a card.					
Obituary Juggernaut	AC	R	DD
Obituary Juggernaut can't be blocked by Walls. Threshed Obituary Juggernaut gets +3/+0 and attacks each turn if able. 2/3.					
Paraglider Golem	AC	U	6.7MG
Paraglider Golem gains flying until end of turn. 2/3.					
Patchwork Golem	AC	U	TM.00
Discard a card from your hand. Regenerate Patchwork Golem. 2/1.					
Phyrexian Altar	ART	R	IN
Sacrifice a creature. Add one mana of any color to your mana pool.					
Phyrexian Colossus	AC	R	7JL
Phyrexian Colossus doesn't untap during your untap step. Pay 8 life. Juntar Phyrexian Colossus. Phyrexian Colossus can't be blocked except by three or more creatures. 8/3.					
Phyrexian Hulk	AC	U	7JL
Pay 1 life. Add one mana of any color to your mana pool.					
Pit Trap	ART	U	7JL.7JL
Sacrifice Pit Trap. Destroy target attacking creature without flying. It can't be regenerated.					
Plamar Furling	ART	R	IN
Search your library for a card and put that card into your hand. Then shuffle your library.					

NAME KIND CR PR COST SETS

Power Armor	ART	J	IN
Target creature gets +1/+1 until end of turn for each basic land type among lands you control.					
Rith's Attendant	AC	U	IN
Sacrifice Rith's Attendant. Add * to your mana pool. 3/3.					
Roil of Rain	ART	U	U.R4.5B.7
Roil of Rain deals 1 damage to target creature or player.					
Sandstone Deadfall	ART	U	DD
Sacrifice two lands and Sandstone Deadfall. Destroy target attacking creature.					
Seashell Cameo	ART	U	IN
Add * or * to your mana pool.					
Shadowland Egg	ART	U	DD
Sacrifice Shadowland Egg. Add * to your mana pool. Draw a card.					
Sisyphus's Ring	ART	C	7JL
Add two colorless mana to your mana pool.					
Sky Diamond	ART	U	6.7MG
Sky Diamond comes into play tapped. Add * to your mana pool.					
Skyland Egg	ART	U	DD
Sacrifice Skyland Egg. Add * to your mana pool. Draw a card.					
Skyship Weatherlight	ART	R	PS
When Skyship Weatherlight comes into play, search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library. Choose a card at random that was removed from the game with Skyship Weatherlight. Put that card into your hand.					
Soul Bait	ART	U	U.R4.5B.7
Whenever a creature is put into a graveyard from play, you may pay. If you do, you gain 1 life.					
Sparring Golem	AC	U	IN
Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it. 2/2.					
Spellbook	ART	U	7EX
You have no maximum hand size.					
Star Compass	ART	U	PS
Star Compass comes into play tapped. Add * to your mana pool one mana of any color a basic and you control can produce.					
Static Orb	ART	R	7JL
As long as Static Orb is untapped, players can't untap more than two permanents during their untap steps.					
Steamroller	ART	U	DD
Remove target card in a graveyard from the game. Sacrifice Steamroller. Remove target card in a graveyard from the game.					
Storm Cavalier	ART	R	6.7JL
Each player may play an additional land during each of his turns. Whenever a land is tapped for mana, return it to its owner's hand.					
Stratagem	AC	U	PS
Stratagem costs less to play for each basic land type among lands you control. 3/3.					
Suicress Egg	ART	U	DD
Sacrifice Suicress Egg. Add * to your mana pool. Draw a card.					
Tether's Puzzle Box	ART	R	6.7JL
At the beginning of each player's draw step, that player puts his hand on the bottom of his library in any order then draws that many cards.					
Tek	ART	R	IN
Tek gets +0/-2 as long as you control a planes, has flying as long as you control a slant gets +2/+0 as long as you control a swam, has first strike as long as you control a mountain, and has trample as long as you control a forest. 2/2.					
Throne of Bones	ART	U	U.R4.5B.7
Whenever a player plays a black spell, you may pay. If you do, you gain 1 life.					
Tigereye Golem	ART	U	IN
Add * or * to your mana pool.					
Treva's Attendant	AC	U	IN
Sacrifice Treva's Attendant. Add * to your mana pool. 3/3.					
Trill-Horn Cameo	ART	U	IN
Add * or * to your mana pool.					
Trisbo's Web	ART	R	IN
When Trisbo's Web comes into play, draw a card, unless with an activated ability that doesn't produce mana don't untap during their controllers' untap steps.					
Urza's Filter	ART	R	IN
Multicard spells cost up to less to play.					
Wall of Spears	AC	U	4.5.7AQ
First strike. 2/3.					
Wooden Sphere	ART	J	U.R4.5B.7
Whenever a player plays a green spell, you may pay. If you do, you gain 1 life.					

BLACK

Abyssal Horror	SC	R	7JL
Flying. When Abyssal Horror comes into play, target player discards two cards from his hand. 2/2.					
Abyssal Specter	SC	J	5.6.7JL
Flying. Whenever Abyssal Specter deals damage to a player that player discards a card from his hand. 2/5.					
Addle	SDR	U	N
Choose a color. Target player reveals his hand, then you choose a card of that color from it. That player discards that card.					
Armistice	NKS	C	DD
Treat creature cards -1/-1 until end of turn. Draw a card.					
Argonizing Demise	NKS	C	N
Kicker (♦♦♦). Destroy target creature. Creature it can't be destroyed by you put it in the Kicker pool. Argonizing Demise sees damage applied to that creature's power to treat creature's controller.					
Argonizing Menace	SDR	U	6.7JL

NAME	KIND	CR	PR	COST	SETS
there on top of that player's library in any order.					
Andradite Leech	SC	R	IN
Black spells you play cost .. more to play. Andradite Leech gets +1/-1 until end of turn. 2/2.					
Anelhelio	INS	U	IN
Destroy target nonblack creature. It can't be regenerated. Draw a card.					
Refoul	SC	R	7UZ
Destroy target and/or nonblack creature. A creature destroyed this way can't be regenerated.					
Believing Fiend	SC	R	7TM
Flying. Whenever believing Fiend deals damage to a creature, following 7 land cards in your hand that creature's controller and 3 damage to you. 3/3.					
Bereavement	EN	U	7UZ
Whenever a green creature is put into a graveyard from play, its controller discards a card from his hand.					
Blood Pet	SC	C	6,7TM
Sacrifice Blood Pet: Add .. to your mana pool. 1/1.					
Bloodcurdler	SC	R	IN
Flying. At the beginning of your upkeep, put the top card of your library into your graveyard. Threshold: Bloodcurdler gets +1/+1 and has "At the end of your turn, remove two cards in your graveyard from the game." 1/1.					
Bag O' Bones	SC	C	PS
Kicker—Sacrifice two lands. Target player discards two cards from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.					
Bag Imp	SC	C	4,5,6,7ZDK
Flying. 1/1.					
Bag Initiative	SC	C	IN
Add .. to your mana pool. 1/1.					
Bag Wrath	SC	U	LUR4,5,6,7
Swampwalk. 3/3.					
Braids, Cabal Minion	SL	R	OD
At the beginning of each player's upkeep, that player sacrifices an artifact, creature or land. 2/2.					
Buried Alive	SC	R	WL0D
Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.					
Cabal Inquisitor	SC	C	OD
Threshold: .. Remove two cards in your graveyard from the game. Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery. 1/1.					
Cabal Patriarch	SL	C	OD
Sacrifice a creature. Target creature gets -2/-2 until end of turn. .. Remove a creature card in your graveyard from the game. Target creature gets -2/-2 until end of turn. 5/5.					
Cabal Shrine	TM	R	OD
Whenever a player plays a card, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.					
Caustic Tar	EL	U	OD
Enchanted land has "Target player loses 3 life."					
Childhood Horror	INS	U	OD
Flying. Threshold: Childhood Horror gets +2/+2 and can't be blocked. 2/2.					
Coffin Purge	INS	C	OD
Remove target card in a graveyard from the game. Flashback.					
Corrupt	SC	C	7UZ
Corrupt deals to target creature or player damage equal to the number of swamps you control. You gain life equal to the damage dealt this way.					
Cremate	INS	U	IN
Remove target card in a graveyard from the game. Draw a card.					
Crypt Angel	SC	R	IN
Flying. Protection from white. When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand. 3/3.					
Crypt Creeper	SC	C	OD
Sacrifice Crypt Creeper. Remove target card in a graveyard from the game. 2/1.					
Crypt Rite	SC	U	7NS
Crypt Rite deals X damage to each creature and each player. Spend only black mana for X. 1/1.					
Cursed Monstrosity	SC	R	OD
Flying. Whenever Cursed Monstrosity becomes the target of a spell or ability, sacrifice it unless you discard a card and/or your hand. 4/8.					
Dakmor Lancer	SC	U	7
When Dakmor Lancer comes into play, destroy target nonblack creature. 3/3.					
Dark Banishing	INS	C	7,8,9,6,7M
Destroy target nonblack creature. It can't be regenerated.					
Dark Suspicions	EN	R	OD
At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand.					
Darkest Hour	EN	R	7UZ
All creatures are black.					
Dead Ringers	SC	C	AP
Destroy two target nonblack creatures in one either one or the other. They can't be regenerated.					
Death Bomb	INS	C	PS
As an additional cost to play Death Bomb, sacrifice a creature. Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.					
Decaying Soul	EN	R	OD
At the beginning of your upkeep, remove a card in your graveyard from the game. Threshold. Whenever a nonblack creature is put into your graveyard from play, you may pay .. If you do, return that card to your hand.					
Decompose	SC	U	OD
Remove up to three target cards in a single graveyard from the game.					
Defiling Tears	INS	U	IN
Until end of turn, target creature becomes black. gets +1/-1, and gains "Regenerate this creature."					
Desolation Angel	SC	R	AP
Kicker—Flying. When Desolation Angel comes into play, destroy all cards you control. If you paid the kicker cost, destroy all lands instead. 5/4.					
Desperate Research	SC	R	IN
Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.					
Devolving Stressor	SC	R	IN
Flying. Threshold: At the beginning of your upkeep, sacrifice a creature. Sacrifice a creature. Regenerate Devolving Stressor. 3/3.					
Diabolic Intent	SC	R	PS
As an additional cost to play Diabolic Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.					

NAME	KIND	CR	PR	COST	SETS
Diabolic Tutor	SC	U	OD
Search your library for a card, and put that card into your hand. Then shuffle your library.					
Dirty Wombat	SC	C	IN
Destroy a card from your hand. Regenerate Dirty Wombat. Threshold: Dirty Wombat gets +2/+2 and can't block. 2/3.					
Do or Die	SC	R	IN
Separate all creatures target player controls into two face-up piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated.					
Drudge	INS	U	IN
Sacrifice a creature or land. Draw a card.					
Drage of Sorrow	SC	R	7TM
Destroy X target nonblack creatures. Draw X cards.					
Drudge Skeletons	SC	C	LUR4,5,6,7
Regenerate Drudge Skeletons. 1/1.					
Duress	SC	C	7UZ
Look at target opponent's hand and choose a noncreature, nonland card from it. That player discards that card.					
Dusk Imp	SC	C	IN
Flying. 2/1.					
Duskwalker	SC	C	IN
Kicker—If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and with "Duskwalker can't be blocked except by artifact creatures and/or black."					

KILLER COMBOS

Discard a card from your hand. Flashback. Tribute gets +0/+1 until end of turn.

"We're survived duration, dear attacks, and heathens. Why should a little sandstorm bother us?"

Switch target creature's power and toughness until end of turn. Effects that allow the creature's power allow its toughness instead, and vice versa, this turn.

The creature's power and toughness are the same as the creature's.

We all love fast wins, and here's a potential second-turn kill. Just slap down a land capable of producing red and white mana and play the Tribe. On your second turn, play About Face, chuck your hand and hope your foe doesn't have a Shock.

NAME	KIND	CR	PR	COST	SETS
or is tied for most common. 6/5.					
Grave Defiler	SC	U	AP
When Grave Defiler comes into play, reveal the top four cards of your library. Put all Zombin cards revealed this way into your hand and the rest on the bottom of your library. 4/4. Regenerate Grave Defiler. 2/1.					
Gravedigger	SC	C	6,7,8,9,0
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.					
Gravestorm	EN	R	OD
At the beginning of your upkeep, target opponent may remove a card in his or her graveyard from the game. If that player doesn't, you may draw a card.					
Greed	EN	R	4,5,6,7,8
Pay 2 life: Draw a card.					
Hate Weaver	SC	U	IN
Remove all cards in target player's graveyard other than basic land cards from the game. Search that player's library for all cards with the same name as cards revealed this way, and remove them from the game. Then that player shuffles his or her library.					
Hint of Insanity	SC	R	OD

NAME	KIND	CR	PR	COST	SETS
Hunger deals 3 damage to target creature or player. You gain 3 life. Flashback. 4/4.					
Murgo Theft	SC	C	OD
Return target creature card from your graveyard to your hand. Flashback. 4/4.					
Murgo Toad	SC	C	PS
Sacrifice Murgo Toad: Add .. to your mana pool. 2/2.					
Murivore	SC	R	OD
Murivore's power and toughness are each equal to the number of creature cards in all graveyards. Regenerate Murivore. 1/1.					
Mournful Zombie	SC	C	AP
Target player gains 1 life. 2/1.					
Mourning	EC	C	IN
Enchanted creature gets -2/-0. Return Mourning to its owner's hand.					
Nausea	SC	C	7EX
All creatures get -1/-1 until end of turn.					
Necra Disciple	SC	C	AP
Add one mana of any color to your mana pool.					
Necra Sanctuary	EN	U	AP
At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green or white permanent, that player loses 3 life instead.					
Necravolver	SC	R	AP
Kicker—Add .. to your mana pool. If you paid the kicker cost, Necravolver comes into play with two +1/+1 counters on it and has "If you paid the kicker cost, Necravolver comes into play with a +1/+1 counter on it and has 'Whenever Necravolver deals damage you gain that much life.' 2/2."					
Necrologia	INS	U	7EX
Play Necrologia only during your end of turn step. As an additional cost to play Necrologia, pay any amount of life. Draw X cards, where X is the amount of life paid this way.					
Nefarious Lich	EN	R	OD
If you would be dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead.					
Nightmare	SC	R	LUR4,5,6,7
Flying. Nightmare's power and toughness are each equal to the number of swamps you control.					
Nightscape Apprentice	SC	C	IN
Put target creature you control on top of its owner's library. Target creature gains first strike until end of turn. 1/1.					
Nightscape Battlemage	SC	U	PS
Kicker—Add .. to your mana pool. When Nightscape Battlemage comes into play, if you paid the kicker cost, return up to two target nonblack creatures to their owners' hands. When Nightscape Battlemage comes into play, if you paid the kicker cost, destroy target land. 2/2.					
Nightscape Familiar	SC	C	PS
Black spells and red spells you play cost .. less to play. Regenerate Nightscape Familiar. 1/1.					
Nightscape Master	SC	R	IN
Return target creature to its owner's hand. Nightscape Master deals 2 damage to target creature. 2/2.					
Nocturnal Raid	INS	U	7MG
Black creatures get +2/+0 until end of turn.					
Noxious Vapors	SC	U	PS
Each player reveals his or her hand and chooses one card of each color from it, then discards all other nonland cards from it.					
Oppression	EN	R	7UZ
Whenever a player plays a spell, that player discards a card from his hand.					
Ostracize	SC	C	7UZ
Look at target opponent's hand and choose a creature card from it. That player discards that card.					
Overseer Apprentice	SC	C	OD
Discard a card from your hand. Sacrifice Overseer Apprentice. Add .. to your mana pool. 1/2.					
Painbringer	SC	U	OD
Remove any number of cards in your graveyard from the game. Target creature gets -X/-X until end of turn, where X is the number of cards removed this way. 1/1.					
Patriarch's Desire	SC	R	OD
Enchanted creature gets +2/+2. Threshold. Enchanted creature gets an additional +2/+2.					
Persecute	SC	R	7UZ
Choose a color. Then look at target player's hand. That player discards all cards of the chosen color from his hand.					
Phryxian Arena	SC	C	AP
At the beginning of your upkeep, you draw a card and you lose 1 life.					
Phryxian Battlemage	SC	C	IN
Flying. Phryxian Battlemage gets +1/-0 until end of turn. This ability may be played no more than twice each turn. 0/1.					
Phryxian Bloodstock	SC	R	PS
When Phryxian Bloodstock comes into play, destroy target white creature. It can't be regenerated. 3/3.					
Phryxian Deliver	SC	R	IN
When Phryxian Deliver comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost. 3/2.					
Phryxian Gargantuan	SC	U	AP
Whenever Phryxian Gargantuan comes into play, you draw two cards and you lose 2 life. 4/4.					
Phryxian Infiltrator	SC	R	IN
Exchange control of Phryxian Infiltrator and target creature. 2/2.					
Phryxian Ranger	SC	C	AP
When Phryxian Ranger comes into play, you draw a card and you lose 1 life. 2/2.					
Phryxian Reaper	SC	C	IN
Whenever Phryxian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated. 3/3.					
Phryxian Scout	SC	R	PS
Kicker—Pay 3 life. If you paid the kicker cost, Phryxian Scout comes into play with two +1/+1 counters on it. 3/3.					
Phryxian Slayer	SC	C	IN
Flying. Whenever Phryxian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated. 2/2.					
Plague Beetle	SC	C	7UZ
Swampwalk. 1/1.					
Plague Splitter	SC	U	IN
At the beginning of your upkeep, Plague Splitter deals 1 damage to each creature and each player. When Plague Splitter is put into a graveyard from play, Plague Splitter deals 1 damage to each creature and each player. 2/2.					
Planar Dispel	SC	R	AP
All creatures get -1/-1 until end of turn for each basic land type among lands you control.					
Planewalker's Scorn	EN	R	PS
Target opponent reveals a card at random from his or her hand. Target creature gets -X/-X until end of turn, where X					

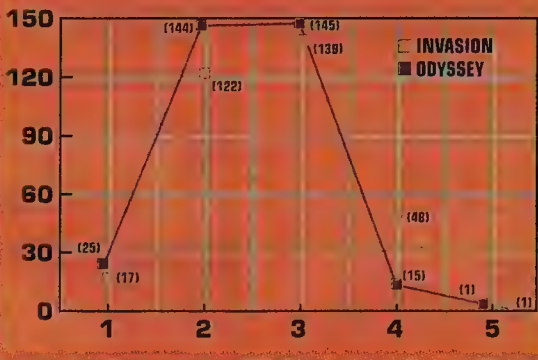
MAGIC SET ABBREVIATIONS

A1 Alliances	DK The Dark	HL Homelands	MG Mirage	PS Planeshift	SH Stronghold	UZ Urza's Saga
AQ Antiquities	EX Exodus	IA Ice Age	MM Merc. Masques	FY Prophecy	TM Tempest	VS Visions
AN Arabian Nights	FE Fallen Empires	IN Invasion	NE Nemesis	K Revised	U Unlimited	WL Weatherlight
AP Apocalypse	5 Fifth Edition	L Limited	OD Odyssey	7 Seventh Edition	UD Urza's Destiny	
CR Chronicles	4 Fourth Edition	LG Legends	PR Odyssey	6 Sixth Edition	UL Urza's Legacy	

NAME	KIND	CR	PR	COST	SETS
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MAGIC FACT If you look closely at Clockwork Avian, you can see on the ground the remains of a recent Avian snack. Yum!

Invasion's kicker costs, apprentices and killer gold cards wowed us. **Odyssey's** flashback and threshold mechanics require an entirely new mindset. So, how do **Magic's** latest major expansions compare, as weighted by 10's power ratings?



NAME	KIND	CR	PR	COST	SETS
Abeshaan's Desire	EE	C	01
Enchantee creature has flying. Threshold: Enchanted creature can't be the target of spells or abilities.					
Aether Burst	INS	C	01
Return up to X target creatures to their owners' hands where X is one plus the number of Aether Burst cards in all graveyards as you play Aether Burst.					
Air Elemental	SC	U	Lw.R4.5.6.7
Flying, 4/4					
Allied Strategies	SOR	U	P
Target player draws a card for each basic land type among the two or all controls.					
Amugaba	SC	R
Flying. 0/1. Discard a card from your hand: Return Amugaba to its owners' hand. 6/6					
Ancestral Memories	SOR	R	6.7.MC
Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.					
Arcane Laboratory	EN	U	71.7
Each player can't play more than one spell each turn.					
Archivist	SC	R	70.8
Draw a card, 1/1					
Arctic Merfolk	SC	C	P
Kicker: Return a creature you control to its owner's hand. If you paid the kicker cost, Arctic Merfolk comes into play with a +1/+1 power cost it, 1/1.					
Aura Graft	INS	U	0C
Move target enchantment that's enchanting a permanent to another permanent. It can enchant. Gain control of that enchantment.					
Aven Fisher	SC	C	0C
Flying. When Aven Fisher is put into a graveyard from play, you may draw a card, 2/2					
Aven Smokewave	SC	U	0C
Flying, protection from red, 3/3					
Aven Underminder	SC	C	0C
Flying. 0/1. Target player reveals the top card of his or her library, 3/3					
Baleful Spell	SOR	U	7
Target opponent reveals his or her hand. You draw a card for each instant and red card in his or her hand.					
Balaahn Beguiler	SC	U	0C
Whenever Balaahn Beguiler deals combat damage to a player, that player reveals the top two cards of his or her library. You choose one of those cards and put it into his or her graveyard, 1/1					
Balaahn Griffin	SC	U	0C
Flying. 0/1. Discard a card from your hand: Return Balaahn Griffin to your hand, 3/3					

DISSECTED

S. INVASION

... and killer gold cards wowed us. Mechanics require an entirely new set major expansions compare, as

INVASION
 ODYSSEY

Griffin to its owner's hand, 3/2

Bombazele SOR U ... 0C

Return target player reveals the top four cards of his or her library. You choose two of those cards and put them into his or her graveyard. Put the rest on top of his or her library in any order.

Barrier's Unmaking NSC C ... 0C

Return target permanent to its owner's hand if that permanent shares a color with the most common card among all permanents or the color red for most common

Battle of Wits EN R ... 0C

At the beginning of your upkeep if you have 200 or more cards in your library you win the game

Baranthic Behemoth SC R ... 7M

Islandwalk, 7/6

Blind Seer SL R ... 0C

Target spell or permanent becomes the color of your choice until end of turn 3/3

Boomerang NSC C ... 5.6.7.CH.6

Return target permanent to its owner's hand. Also in MG

Breaking Wave SOR U ... 0C

You may play Breaking Wave any time you cast, it unlay an instant if you pay 1/1 more to play it. Simultaneously untap all tapped creatures and tap all untapped creatures

Careful Study SOR C ... 0C

Draw two cards then discard two cards from your hand.

Target player draws two cards then discards two cards from s or her hand, 2/2

Cephalid Looter SC C ... 0C

Target player draws a card, then discards a card from his or her hand, 2/1

Cephalid Refainer SC R ... 6C

Target creature without flying, 2/3

Cephalid Scout SC C ... 0C

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact	EC Enchant Creature	EW Enchant World	LAN Land	SL Summon Legend
AC Artifact Creature	EL Enchant Land	INS Instant	LL Legendary Land	SOR Sorcery
EA Enchant Artifact	EN Enchantment	LA Legendary Artifact	SC Summon Creature	SP Split Card

¹ Banned in Type 1 ² Restricted in Type 1 ³ Banned in Extended ⁴ Banned in Block Format ⁵ Banned in Five-Color Magic ⁶ Restricted in Five-Color Magic

MAGIC The Gathering Players Guide

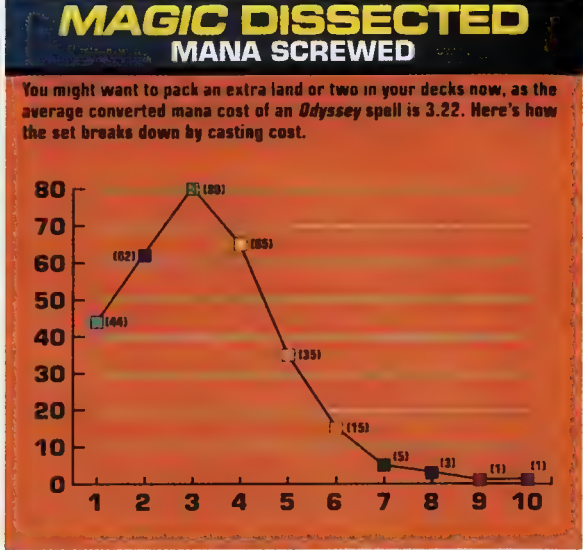
NAME KIND CR PR COST SETS

Return to your hand at end of turn. Put a creature card from your hand into play. That creature gains haste. Put it into your graveyard at end of turn.					
Cavern Harpy SC C *** ●●● PS					
Flying. When Cavern Harpy comes into play, return a blue or black creature you control to its owner's hand. Pay 1 life. Return Cavern Harpy to its owner's hand. 2/1					
Charging Trail SC U **** ●●●● IN					
Abiding. Once you cast Charging Trail to top. Regenerate Charging Trail. 3/3					
Cinder Shade SC U *** ●●● IN					
Cinder Shade gets +1/+1 until end of turn. Sacrifice Cinder Shade. Cinder Shade deals damage equal to its power to target creature. 1/1					
Cloud Over EN R *** ●●● PS					
Whenever another permanent you control becomes the target of a spell or ability an opponent controls, you may return that permanent to its owner's hand.					
Coalition Victory SOR R ●●●●●●●● AP					
You win the game if you control a land of each basic and type and a creature of each color.					
Consumption Strength INS C *** ●●● AP					
Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.					
Cromat SL R **** ●●●●●● AP					
Destroy target creature blocking or by blocked by Cromat. Cromat gains flying until end of turn.					
Regenerate Charm INS U *** ●●● AP					
Put Charm on top of your owner's library. 5/5					
Crosses, the Purger SL R **** ●●●● IN					
Flying. Whenever Crosses, the Purger deals combat damage to a player, you may pay. If you do, choose a color that player reveals his hand and discards all cards of that color from his hand. 6/6					
Crosses's Charm INS U *** ●●● PS					
Choose one—Return target permanent to its owner's hand, or destroy target nonland creature. It can't be regenerated or destroy target artifact.					
Danigaz, the Igniter SL R **** ●●●● IN					
Flying. Whenever Danigaz, the Igniter deals combat damage to a player, you may pay. If you do, choose a color that player reveals his hand and Danigaz deals X damage to him, where X is the number of cards revealed of that color. 6/6					
Danigaz's Charm INS U *** ●●● PS					
Choose one—Return target creature card from your graveyard to your hand; or Danigaz's Charm deals 3 damage to target creature or player. or target creature gets +3/+3 until end of turn.					
Darling Leap INS U *** ●●● PS					
Target creature gets +1/+1 and gains flying and first strike until end of turn.					
Death Grasp SOR R **** ●●●● AP					
Death Grasp deals X damage to target creature or player. You gain X life.					
Deaths Mutation SOR U *** ●●● AP					
Destroy target nonland creature; it can't be regenerated. Put X 1/1 green Saproling tokens into play, where X is the creature's converted mana cost.					
Decimate SOR R *** ●●● DO					
Destroy target artifact, target creature, target enchantment and target land.					
Destructive Flow EN R *** ●●● PS					
At the beginning of each player's upkeep, that player sacrifices a nonbasic land.					
Doomsday Specter SC R **** ●●●● PS					
Flying. When Doomsday Specter comes into play return a blue or black creature you control to its owner's hand. Whenever Doomsday Specter deals combat damage to a player, look at that player's hand and choose a card from it. The player discards that card. 2/3					
Drain's Crusade EN R *** ●●● PS					
All Goblins get +1/+1 and are black and are Zombies in addition to their creature types.					
Drummer, the Banisher SL R *** ●●●● IN					
Flying. Whenever Drummer, the Banisher deals combat damage to a player, you may pay. If you do, choose a color. Return all creatures of that color to their owners' hands. 5/6					
Drummer's Charm INS U *** ●●● PS					
Choose one—You gain 5 life, or counter target spell or target creature gets -2/-2 until end of turn.					
Dueling Grounds EN R *** ●●● PS					
No more than one creature may attack each turn. No more than one creature may block each turn.					
Ebony Treefolk SC U *** ●●● AP					
Each Ebony Treefolk gets +1/+1 until end of turn. 3/3					
Eldrazi's Call INS R *** ●●● PS					
Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.					
Eris, the Corrupted SC R *** ●●● PS					
● Sacrifice a creature or enchantment. Double target spell. 3/4					
Fervent Charge EN R *** ●●●● AP					
Whenever a creature you control attacks, it gets +2/+2 until end of turn.					
Fires of Yavimaya EN U *** ●●● IN					
Creatures you control have haste. Sacrifice Fires of Yavimaya. Target creature gets +2/+2 until end of turn.					
Fleetfoot Panther SC J *** ●●● PS					
You may play Fleetfoot Panther any time you could play an instant. When Fleetfoot Panther comes into play, return a green or white creature you control to its owner's hand. 3/4					
Flowstone Charger SC R *** ●●● PS					
Whenever Flowstone Charger attacks, it gets +5/+5 until end of turn. 2/5					
Frenzied Tilling SOR C *** ●●● IN					
Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.					
Fungal Shambler SC R *** ●●● AP					
● Sacrifice a creature or enchantment. Double target spell. 3/4					
Funnel Whenever Fungal Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand. 6/4					

NAME	KIND	CR	PR	COST	SETS
Gaea's Skyfolk SC C *** ●●● AP					
Flying. 2/2					
Gale's Knight SC C *** ●●● IN					
Protection from red. 2/2					
Gerrard's Command INS C *** ●●● PS					
Into target creature. It gets +3/+3 until end of turn.					
Gerrard's Verdict SOR J *** ●●● AP					
Target player discards two cards from his or her hand. You gain 3 life for each card discarded this way.					
Goblin Legionnaire SC C *** ●●● AP					
● Sacrifice Goblin Legionnaire. Goblin Legionnaire deals 2 damage to target creature or player. ● Sacrifice Goblin Legionnaire. Prevent the next 2 damage that would be dealt to target creature or player this turn. 2/2					
Goblin Trenches EN R *** ●●● AP					
● Sacrifice a land. Put two 1/1 red and white Goblin Soldier creature tokens into play.					
Guided Passage SOR R *** ●●● AP					
Reveal the cards in your library. An opponent chooses from among them a creature card, a land card, and a noncreature, nonland card. You put the chosen cards into your hand. Then shuffle your library.					
Hanna, Ship's Navigator SL R *** ●●● IN					
● Return target artifact or enchantment card from your graveyard to your hand. 1/2					
Heroes' Reunion INS U *** ●●● PS					
Target player gains 7 life.					
Horned Chestnut SC J *** ●●● IN					
Whenever Horned Chestnut deals damage, you gain that much life. 2/2					
Horned Kavu SC C *** ●●● PS					
When Horned Kavu comes into play, return a red or green creature you control to its owner's hand. 3/4					
Hull Breach SOR C *** ●●● PS					
Choose one—Destroy target artifact; or destroy target enchantment; or destroy target artifact and target enchantment.					
Hunting Kavu SC U *** ●●● AP					
Remove from the game. Hunting Kavu and target creature without flying that's attacking you. 2/5					
Indescent Angel SC R **** ●●●● DO					
Flying. Protection from all colors. 4/4					
Jungle Barrier SCU *** ●●● AP					
When Jungle Barrier comes into play, draw a card. 2/6					
Kaheg, Aerie Keeper SL R *** ●●● IN					

NAME	KIND	CR	PR	COST	SETS
Marsh Crocodile SC C *** ●●● AP					
When Marsh Crocodile comes into play, return a blue or black creature you control to its owner's hand. When Marsh Crocodile comes into play, each player discards a card from his or her hand. 4/4					
Martyr's Tomb EN U *** ●●● AP					
Play 2 life. Prevent the next 1 damage that would be dealt to target creature this turn.					
Meditating Mage SC R **** ●●● PS					
As Meditating Mage comes into play, name a nonland card. The named card can't be played. 2/2					
Minotaur Storm EN R *** ●●● IN					
Discard two cards at random from your hand. Minotaur Storm deals 4 damage to target creature or player.					
Minotaur Musician SC U *** ●●● AP					
Minotaur Musician can't be the target of spells or abilities this turn. ● Sacrifice Minotaur Musician. Minotaur Musician deals damage equal to its power to target creature. 3/4					
Mystic Enforcer SC R *** ●●● DO					
Protection from black. Threshold. Mystic Enforcer gets +3/+3 and has flying. 3/3					
Mystic Snake SC R *** ●●●● AP					
You may play Mystic Snake any time you could play an instant. When Mystic Snake comes into play, counter target spell. 2/2					
Natural Emergence EN R *** ●●● PS					
When Natural Emergence comes into play, return a red or green enchantment you control to its owner's hand. Lands you control are 2/2 creatures with first strike. They're still lands.					
Noble Panther SC R *** ●●● IN					
● Noble Panther gets that strike until end of turn. 3/3					
Ordered Militia SOR U *** ●●● IN					
Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.					
Overabundance EN R *** ●●● IN					
Whenever a player plays a land for mana, that player adds one additional mana to his mana pool of the same type, and Overabundance deals 1 damage to him.					
Overgrown Estate EN R *** ●●● AP					
Sacrifice a land. You gain 3 life.					
Pernicious Deed EN R **** ●●● AP					
● Sacrifice Pernicious Deed. Destroy each artifact, creature and enchantment with converted mana cost X or less.					
Phantalog SC U *** ●●● DO					

NAME	KIND	CR	PR	COST	SETS
Prevent a combat damage blue creature and black creature would deal this turn. 3/5					
Raging Kavu SC R *** ●●● IN					
Rage. You may play Raging Kavu any time you could play an instant. 3/1					
Razing Scold SC U *** ●●● PS					
When Razing Scold comes into play, return a black or red creature you control to its owner's hand. When Razing Scold comes into play, each player sacrifices a card. 3/5					
Razorthorn Hunter SC R *** ●●● AP					
● Razorthorn Hunter deals 1 damage to target creature or player. 1/1					
Reckless Assault EN R *** ●●● IN					
● Pay 2 life. Reckless Assault deals 1 damage to target creature or player.					
Recoil INS C *** ●●● IN					
Return target permanent to its owner's hand. Then that player discards a card from his hand.					
Reviving Vapors INS U *** ●●● IN					
Reveal the top three cards of your library and put one of them into your hand. You gain the equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.					
Riptide Crab SC U *** ●●● IN					
Attacking doesn't cause Riptide Crab to tap. When Riptide Crab is put into a graveyard from play, draw a card. 1/3					
Rith, the Awakener SL R **** ●●●● IN					
Flying. Whenever Rith, the Awakener deals combat damage to a player, you may pay. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each name-named card of that color. 6/6					
Rith's Charm INS U *** ●●● PS					
Choose one—Destroy target nonbasic land; or put three 1/1 green Saproling creature tokens into play; or prevent all damage a source of your choice would deal this turn.					
Sabotage INS U *** ●●● IN					
Tramp, a protection from blue. Protection from red. 5/5					
Santa's Archer SC U *** ●●● IN					
● Prevent the next 1 damage that would be dealt to target creature or player this turn. ● Santa's Archer deals 1 damage to target creature or player. 1/1					
Sarcophag SC U *** ●●● DO					
Remove two cards in your graveyard from the game. Sarcophag gets +1/+1 until end of turn. Sacrifice an artifact. Sarcophag gets +1/+1 until end of turn. 1/2					
Sawtooth Loon SC U *** ●●● PS					
Flying. When Sawtooth Loon comes into play, return a white or blue creature you control to its owner's hand. When Sawtooth Loon comes into play, draw two cards, then put two cards from your hand on the bottom of your library. 2/2					
Seer's Vision EN U *** ●●● IN					
All opponents play with their hands revealed. Sacrifice Seer's Vision. Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.					
Shadowmage Infiltrator SC R **** ●●● DO					
Shadowmage Infiltrator can't be blocked except by artifact creatures and/or black creatures. Whenever Shadowmage Infiltrator deals combat damage to a player, you may draw a card. 1/3					
Shivan Warm SC R *** ●●● PS					
Tramp. When Shivan Warm comes into play, return a red or green creature you control to its owner's hand. 1/2					
Shivan Zombie SC C *** ●●● IN					
Protection from white. 2/2					
Silver Drake SC C *** ●●● PS					
Flying. When Silver Drake comes into play, return a white or blue creature you control to its owner's hand. 3/3					
Sinuous EN U *** ●●● VSJN					
Sinuous deals 1 damage to each creature target opponent controls.					
Sleeper's Robe EC U *** ●●● IN					
Enchanted creature can't be blocked except by artifact creatures and/or black creatures. Whenever enchanted creature deals combat damage to an opponent, you may draw a card.					
Slithering Serpent SC U *** ●●● IN					
Forestwalk. 2/3					
Smoldering Tar EN U *** ●●● IN					
At the beginning of your upkeep, target player loses 1 life. Sacrifice Smoldering Tar. Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.					
Soul Link EC C *** ●●● AP					
Whenever enchanted creature deals or is dealt damage, you gain that much life.					
Sparkcaster SC U *** ●●● PS					
When Sparkcaster comes into play, return a red or green creature you control to its owner's hand. When Sparkcaster comes into play, it deals 1 damage to target player. 5/5					
Spiritual Embrace INS R *** ●●● IN					
Play Spiritual Embrace only during combat. Untap target creature, you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness.					
Spiritmonger SC R *** ●●● AP					
Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger. ● Regenerate Spiritmonger. ● Spiritmonger becomes the color of your choice until end of turn. 6/6					
Squire's Embrace EC C *** ●●● AP					
Enchanted creature gets +2/+2. When enchanted creature is put into a graveyard, return that creature card to its owner's hand.					
Squire's Revenge SOR J *** ●●● IN					
Choose a number. Flip a coin that many times until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.					
Stalking Assassin SC R *** ●●● IN					
● Tap target creature. ● Destroy target creature. 1/1					
Steel Leaf Paladin SC C *** ●●● PS					
First strike. When Steel Leaf Paladin comes into play, return a green or white creature you control to its owner's hand. 4/4					
Stinging Grove EN U *** ●●● IN					
All other enchantments on objects can't be the targets of spells or abilities. ● Sacrifice Stinging Grove. Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.					
Suffocating Blast INS R *** ●●● AP					
Counter target spell and Suffocating Blast deals 3 damage to target creature.					
Talori's Mount EN R *** ●●● IN					



Kicker Flying. When Kaheg, Aerie Keeper comes into play, if you paid the kicker cost, put X feather counters on it. 2/2					
Kolden Twilight EN R *** ●●● PS					
At the beginning of each player's turn, if no creatures attacked that turn, that player sacrifices a creature he or she controlled since the beginning of the turn.					
Last Stand SOR R *** ●●● AP					
Target opponent loses 2 life for each swamp you control. Last Stand deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plane you control. Draw a card for each land you control, then discard that many cards from your hand.					
Lava Zombie SC C *** ●●● PS					
When Lava Zombie comes into play, return a black or red creature you control to its owner's hand. ● Lava Zombie gets +1/+1 until end of turn. 4/5					
Lightning Angel SC R *** ●●● IN					
Flying. haste. Attacking doesn't cause Lightning Angel to tap. 3/4					
Lithoth SC U *** ●●● DO					
Sacrifice an artifact. Lithoth gets +1/+1 until end of turn. Sacrifice a land and Lithoth gets +1/+1 until end of turn. 1/2					
Llanowar Elf SC C *** ●●● IN					
● Add to your mana pool. 2/2					
Llanowar Knight SC C *** ●●● IN					
Protection from black. 2/2					
Lobotomy SOR U *** ●●● TMJN					
Target player reveals his or her hand, then you choose a card from a basic and from a Search that player's graveyard, hand and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library.					
Malicious Advice INS C *** ●●● PS					
Tap X target artifacts, creatures and/or lands. You lose X life.					
Marsh Crocodile SC J *** ●●● PS					

Sacrifice an enchantment. Phantalog gets +1/+1 until end of turn. Discard a card from your hand. Phantalog gets +1/+1 until end of turn. 1/2.					
Phrygian Tyranny	EN	R	***	●●●	PS
Whenever a player draws a card, that player loses 2 life unless he or she plays.					
Plague Spores	SOR	C	***	●●●	IN
Destroy target nonland creature and target land. They can't be regenerated.					
Powerstone Minefield	EN	R	***	●●●	AP
Whenever a creature attacks or blocks, Powerstone Minefield deals 2 damage to it.					
Prophectic Bolt	INS	R	***	●●●	AP
Prophectic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of these cards into the graveyard and the rest on the bottom of your library.					
Psychatog	SC	H	***	●●●	DD
Discard a card from your hand. Psychatog gets +1/+1 until end of turn. Remove two cards from your graveyard from the game. Psychatog gets +1/+1 until end of turn. 1/2.					
Putrid Warrior	SC	C	***	●●●	AP
Whenever Putrid Warrior deals damage, choose one—each player loses 1 life or each player loses 1 life. 2/2.					
Pyre Zombite	SC	R	***	●●●	IN
At the beginning of your upkeep, if any Pyre Zombite is in your graveyard, you may pay $\{1\}$. If you do, return Pyre Zombite from your graveyard to your hand. $\{1\}$ Sacrifice Pyre Zombite. Pyre Zombite deals 2 damage to target creature or player. 2/1.					
Questing Phelldraight	SC	R	***	●●●	PS
Questing Phelldraight gets +1/+1 until end of turn. Target opponent puts a 1/1 green Phloog creature token into play. Questing Phelldraight gains damage from black and from red until end of turn. Target opponent gets 2 life. Questing Phelldraight gains bying until end of turn. Target opponent may draw a card. 4/4.					
Quicksilver Dagger	EC	C	***	●●●	AP
Enchanted creature has $\{0\}$. This creature deals 1 damage to					

NAME	KIND	CR	PR	COST	SETS
Temporal Spring	SOR	C	***	●●●	AP
Put target permanent on top of its owner's library.					
Terminate	INS	C	***	●●●	PS
Destroy target creature. It can't be regenerated.					
Thaumaturg	SC	U	***	●●●	OD
Sacrifice a land. Thaumaturg gets +1/+1 until end of turn. Sacrifice an enchantment. Thaumaturg gets +1/+1 until end of turn 1/2.					
Treva, the Renewer	SL	R	***	●●●	IN
Flying. Whenever Treva, the Renewer deals combat damage to a player, you may pay ●●●. If you do, choose a color. You gain 1 life for each permanent on top of your deck 5/6.					
Treva's Charm	INS	J	***	●●●	PS
Choose one—Destroy target enchantment; or remove target attacking creature from the game; or draw a card, then discard a card from your hand.					
Teasbo Taveo	SL	R	***	●●●	IN
First strike. Protection from legends. ●●●. Destroy target legend. It can't be regenerated 7/4.					
Undermine	INS	R	***	●●●	IN
Counter target spell. Its controller loses 3 life.					
Urborg Drake	SC	U	***	●●●	IN
Flying. Urborg Drake attacks each turn if able 2/3.					
Urza's Siphon	SOR	R	***	●●●	PS
Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.					
Vampire Dragon	SC	R	***	●●●	OD
Flying. Whenever a creature dealt damage by Vampire Dragon this turn is put into a graveyard, put a +1/+1 counter on Vampire Dragon. ●●●. Vampire Dragon deals 1 damage to target creature 5/5.					
Violous Kavu	SC	U	***	●●●	IN
Whenever Violous Kavu attacks, it gets +2/+0 until end of turn 2/2.					
Vile Consumption	EN	R	***	●●●	IN
All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 ●●●."					
Vindicate	SOR	R	***	●●●	AP
Destroy target permanent.					
Vedalian Zombie	SC	C	***	●●●	IN
Protection from green 2/2.					
Vold	SOR	R	***	●●●	IN
Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his hand and discards from it all nonbasic cards with converted mana cost equal to the number.					
Voracious Cobra	SC	U	***	●●●	IN
First strike. Whenever Voracious Cobra deals combat damage to a creature, destroy that creature 2/2.					
Wings of Hope	EC	C	***	●●●	IN
Enchanted creature gets +1/+3 and has flying.					
Yavimaya Barbarian	SC	C	***	●●●	IN
Protection from blue 2/2.					
Yavimaya Kavu	SC	U	***	●●●	IN
Yavimaya Kavu's power is equal to the number of red creatures in play. Yavimaya Kavu's toughness is equal to the number of green creatures in play.					
Yavimaya's Embrace	SC	U	***	●●●	AP
You control enchanted creature. Enchanted creature gets +2/+2 and has trample.					

GREEN

Aggressive Urge	INS	C	***	●●●	IN
Target creature gets +1/+1 until end of turn. Draw a card.					
Alpha Kavu	SC	U	***	●●●	PS
●●●. Target Kavu gets +1/-1 until end of turn 2/2.					
Amphibious Kavu	SC	C	***	●●●	PS
Whenever Amphibious Kavu blocks or becomes blocked by one or more blue or red block creatures, Amphibious Kavu gets +3/+3 until end of turn 2/2.					
Ana Disciple	SC	C	***	●●●	AP
●●●. Target creature gains flying until end of turn.					
Ana Sanctuary	EN	U	***	●●●	AP
At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+2 until end of turn instead.					
Anacards	SC	U	***	●●●	7U2
Swampwalk 3/3.					
Anavolver	SC	R	***	●●●	AP
Kicker ●●● and/or ●●●. If you paid the ●●● kicker cost, Anavolver comes into play with two +1/+1 counters on it and has flying. If you paid the ●●● kicker cost, Anavolver comes into play with a +1/+1 counter on it and has "Play 3 life. Regenerate Anavolver" 3/3.					
Ancient Silverback	SC	R	***	●●●	7U2
Regenerate Ancient Silverback 6/5.					
Beastcave	SC	U	***	●●●	OD
Remove two cards in your graveyard from the game: Put a 2/2 green Bear creature token into play.					
Beast Attack	INS	U	***	●●●	OD
Put a 4/4 green Beast creature token into play.					
Bind	INS	R	***	●●●	IN
Counter target activated ability. Draw a card.					
Birds of Paradise	SC	R	***	●●●	LUR4.5.6.7
Flying. ●●●. Add one mana of any color to your mana pool 0/1.					
Blindwood Armor	ED	U	***	●●●	7U2
Enchanted creature gets +X/+X, where X is the number of forests you control.					
Blurred Mongoose	SC	R	***	●●●	IN
Blurred Mongoose can't be countered. Blurred Mongoose can't be the target of spells or abilities 2/1.					
Boo Bear	SC	C	***	●●●	AP
Whenever a player plays a black spell, Boo Bear gets +2/+2 until end of turn 2/2.					
Bull Hippo	SC	R	***	●●●	7U2
Islandwalk 3/3.					
Call of the Herd	SOR	R	***	●●●	OD
Put a 3/3 green Elephant creature token into play.					
Canopy Spider	SC	C	***	●●●	7TM
Canopy Spider may block as though it had flying 1/3.					
Canopy Surge	SOR	J	***	●●●	IN
Kicker ●●●. Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.					
Cartographer	SC	C	***	●●●	EX OD
When Cartographer comes into play, you may return target land card from your graveyard to your hand 2/2.					
Chatter of the Squirrel	SOR	C	***	●●●	OD
Put a 1/1 green Squirrel creature token into play.					
Chlorophant	SC	R	***	●●●	OD

NAME	KIND	CR	PR	COST	SETS
Compost	EN	U	***	●●●	7U2
Whenever a black card is put into an opponent's graveyard, you may draw a card.					
Crashing Centaur	SC	U	***	●●●	OD
●●●. Sacrifice a card from your hand. Crashing Centaur gains trample until end of turn. Threshold. Crashing Centaur gets +2/+2 and can't be the target of spells or abilities 3/4.					
Creeping Mold	SOR	U	***	●●●	6.7VS
Destroy target artifact, enchantment, or land.					
Deep Reconnaissance	SOR	U	***	●●●	OD
Search your library for a basic land card and put that card into play tapped. Then shuffle your library. Flashback.					
Diligent Farmhand	SC	C	***	●●●	OD
●●●. Sacrifice Diligent Farmhand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library. If Diligent Farmhand is in a graveyard, Muscle Burst's effect counts it as a Muscle Burst 1/1.					
Druid Lyst	SC	C	***	●●●	OD
●●●. Sacrifice Druid Lyst: Destroy target enchantment 1/1.					
Druid's Call	EC	U	***	●●●	OD
Whenever enchanted creature is dealt damage, its controller puts that many 1/1 green Squirrel creature tokens into play.					
Early Harvest	INS	R	***	●●●	6.7MG
Target player untaps all basic lands he controls.					
Elder Druid	SC	R	***	●●●	6.8.7IA
●●●. Tap or untap target artifact, creature, or land 2/2.					
Elephant Ambush	INS	C	***	●●●	OD
Put a 3/3 green Elephant creature token into play.					

KILLER COMBOS

Each creature has protection from its colors.

"The world has enough strife as it is. When would we be if we named against each other?" *Puma, nomad captain*

Odyssey's Earnest Fellowship seems like a card just waiting to be broken. Playing it with the color-changing Chameleon as a start. Just change the Kavu to the color of whatever it blocks, after damage is assigned but before resolution.

Elhanne Sanctuary	EN	U	***	●●●	IN
At the beginning of your upkeep you may search your library for a basic card and reveal that card and put it into your hand. If you do, skip your draw step this turn and shuffle your library.					
Elvish Archer	SC	R	***	●●●	LUR4.5.6.7
First strike 2/1.					
Elvish Champion	SC	R	***	●●●	7IN
All Elves get +1/+1 and have forestwalk 2/2.					
Elvish Lyst	SC	J	***	●●●	7U2
●●●. Sacrifice Elvish Lyst: Destroy target enchantment 1/1.					
Elvish Plan	SC	R	***	●●●	7U2
●●●. Put a creature card from your hand into play 1/1.					
Explosive Growth	INS	C	***	●●●	IN
Kicker ●●●. Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.					
Falling Timber	INS	C	***	●●●	PS
Kicker—Sacrifice a land. Prevent all combat damage target creature would deal this turn. If you paid the kicker cost, prevent all combat damage another target creature would deal this turn.					
Familiar Ground	EN	U	***	●●●	6.7WML
Each creature you control can't be blocked by more than one creature.					
Fervent Archers	SC	U	***	●●●	6.7MG
●●●. Fervent Archers deals 4 damage to target attacking creature with flying 2/2.					
Fertile Ground	EL	C	***	●●●	J.2IN
Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.					
Fog	INS	C	***	●●●	LUR4.5.6.7MG
Prevent all combat damage that would be dealt this turn.					
Forest Elder	SC	U	***	●●●	6.8.7IA
●●●. Add ●●● to your mana pool 1/1.					
Gaea's Balance	SOR	U	***	●●●	AP
As an additional cost to play Gaea's Balance, sacrifice five lands. Search your library for a land card of each basic land type and put them into play. Then shuffle your library.					
Gaea's Herald	SC	R	***	●●●	PS
Creature spells can't be countered by spells or abilities 1/1.					
Gaea's Might	INS	C	***	●●●	PS
Target creature gets +1/+1 until end of turn for each basic land type among lands you control.					
Gang of Elk	SC	J	***	●●●	7U2
Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it 5/4.					
Giant Growth	INS	C	***	●●●	LUR4.5.6.7IA
Target creature gets +3/+3 until end of turn.					
Giant Spider	SC	C	***	●●●	LUR4.5.6.7
Giant Spider may block as though it had flying 2/4.					
Gleam Gnat	SC	C	***	●●●	AP
Whenever a player plays a blue spell, Gleam Gnat gets +2/+2 until end of turn 4/4.					

NAME	KIND	CR	PR	COST	SETS
Gorilla Chieftain	SC	C	***	●●●	6.7IA
●●●. Regenerate Gorilla Chieftain 3/3.					
Gorilla Titan	SC	U	***	●●●	OD
Trample. Gorilla Titan gets +4/+4 as long as there are no cards in your graveyard 4/4.					
Grizzly Bears	SC	C	***	●●●	LUR4.5.6.7
2/2.					
Ground Seal	EN	R	***	●●●	OD
When Ground Seal comes into play, draw a card. Cards in graveyards can't be the targets of spells or abilities.					
Harrow	INS	U	***	●●●	TM.7IN
As an additional cost to play Harrow, sacrifice a land. Search your library for up to two basic and cards and put them into play. Then shuffle your library.					
Holistic Wisdom	EN	R	***	●●●	OD
Remove a card in your hand from the game. Return target card from your graveyard to your hand if it shares a type with the card removed this way.					
Howling Gale	INS	U	***	●●●	OD
Howling Gale deals 1 damage to each creature with flying and to each player. Flashback.					
Hurricane	SOR	R	***	●●●	LUR4.5.6.7IA
Hurricane deals X damage to each creature with flying and each player.					
Ivy Elemental	SC	R	***	●●●	OD
Ivy Elemental comes into play with X +1/+1 counters on it 0/0.					
Jade Leech	SC	R	***	●●●	IN
Green spells you play cost ●●● more to play 5/5.					
Kavu Chameleon	SC	U	***	●●●	IN
Kavu Chameleon can't be countered. Kavu Chameleon becomes the color of your choice until end of turn 4/4.					
Kavu Climber	SC	C	***	●●●	IN

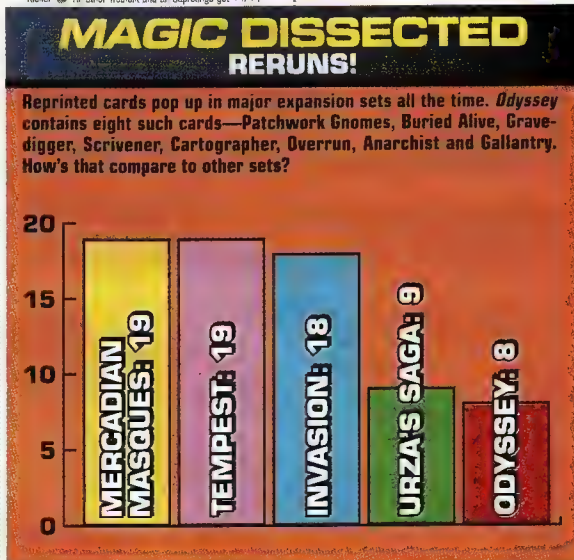
NAME	KIND	CR	PR	COST	SETS
●●●. Target red or white creature gains trample until end of turn 2/1.					
Mirrorwood Treelock	SC	U	***	●●●	PS
●●●. The next time damage would be dealt to Mirrorwood Treelock this turn, that damage is dealt to target creature or player instead 2/4.					
Molimo, Mono-Sorcerer	SL	R	***	●●●	N
Trample. Molimo Mono-Sorcerer's power and toughness are each equal to the number of lands you control 7.					
Moment's Peace	INS	C	***	●●●	OD
Prevent all combat damage that would be dealt this turn. Flashback.					
Monstrous Growth	SOR	C	***	●●●	7
Target creature gets +4/+4 until end of turn.					
Multan's Harmony	EC	U	***	●●●	PS
Enchanted creature has ●●●. Add one mana of any color to your mana pool.					
Muscle Brawl	INS	C	***	●●●	OD

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NAME KIND CR PR COST SETS

Put them into your hand. Then shuffle your library.					
Phor of the Worm SDR U ••• ••	OD				
Put a 5/5 green Worm creature token into play.					
Flashback					
Root Greiv SC C ••• ••	PS				
••• Sacrifice Root Greiv. Destroy all enchantments of the color of your choice. 2/3.					
Rooting Kavu SC U ••• ••	IN				
When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library. 4/3.					
Rowan EN R ••• ••	6.7VS				
Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.					
Saproling Infestation EN R ••• ••	IN				
Whenever a player plays a Kicker cost, you put a 1/1 green Saproling creature token into play.					
Saproling Symbol SDR R ••• ••	IN				
You may play Saproling Symbol any time you could play an instant if you pay $\{1\}$ more to play it. Put a 1/1 green Saproling creature token into play for each creature you control.					
Savage Scilla SC C ••• ••	AP				
••• Sacrifice Savage Scilla. Target creature gets +3/-1 until end of turn. Draw a card. 3/3.					
Scavenger Folk SC U ••• ••	6.7CHDK				
••• Sacrifice Scavenger Folk. Destroy target artifact. 1/1.					
Scouting Kite SDR U ••• ••	IN				
Search your library for any number of basic lands, reveal them, and set them aside. Shuffle your library. Then put those cards on top of it in any order.					
Sealer of Skybreak SC C ••• ••	7TM				
••• Jnap target creature. 2/1.					
Serpetine Kavu SC C ••• ••	IN				
••• Serpetine Kavu gains haste until end of turn. 4/4.					
Seton, Kruxan Protector SL R ••• ••	OD				
Tap as you tapped. Druid, you control. Add $\{1\}$ to your mana pool. 2/2.					
Seton's Desire EC C ••• ••	OD				
Enchanted creature gets +2/+2. Threshold. All creatures able to block enchanted creature do so.					
Shendin Dryad SC C ••• ••	4.5.6.7				
Forestwalk 1/1.					
Simplify SDR C ••• ••	OD				
Each player sacrifices an enchantment.					
Skyshooter SC U ••• ••	OD				
Skyshooter may block as though it had flying. ••• Sacrifice Skyshooter. Destroy target attacking or blocking creature with flying. 1/2.					
Skyhold Blessing INS U ••• ••	PS				
Lands can't be the targets of spells or abilities this turn. Draw a card.					
Spellbane Centaur SC R ••• ••	OD				
Centaur's you control can't be the targets of blue spells or abilities from other sources. 3/2.					
Spined Wurm SC C ••• ••	7SH				
5/4.					
Springing Tiger SC C ••• ••	OD				
Threshold: Springing Tiger gets +2/+2. 3/3.					
Squall SC C ••• ••	7ZM				
Squall deals 2 damage to each creature with flying.					
Squirrel Mob SC R ••• ••	OD				
Squirrel Mob gets +1/+1 for each other Squirrel in play. 2/2.					
Squirrel Nest EL U ••• ••	OD				
Enchanted and has $\{1\}$. Put a 1/1 green Squirrel creature token into play.					
SNIL Life EN U ••• ••	OD				
••• Stl. life becomes a 4/3 Centaur creature until end of turn. It's still an enchantment.					
Stone-Tongue Basilisk SC R ••• ••	OD				
Whenever Stone-Tongue Basilisk deals combat damage to a creature, destroy that creature at end of combat. Threshold. All creatures able to block Stone-Tongue Basilisk do so. 4/5.					
Stone Kavu SC C ••• ••	PS				
Stone Kavu gets +1/+1 until end of turn. 3/3.					
Stream of Life SDR C ••• ••	4.5.6.7				
Target player gains life.					
Strength of Night INS C ••• ••	AP				
Kicker ••• Creatures you control get +1/+1 until end of turn if you paid the Kicker cost. Zombies you control get an additional -2/-2 until end of turn.					
Suaim Djinn SC U ••• ••	IN				
Temple. Suaim Djinn gets 2/2 as long as green is the most common color among all permanents or is tied for most common. 6/6.					
Sylvan Messenger SC U ••• ••	AP				
Temple. When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all FC cards revealed this way into your hand and the rest on the bottom of your library. 2/2.					
Sylvan Night INS U ••• ••	OD				
Target creature gets +2/+2 and gains trample until end of turn. Flashback.					
Symbiotic Deployment EN R ••• ••	AP				
Skip your draw step. Tap two untapped creatures you control. Draw a card.					
Tangle INS U ••• ••	OD				
Prevent all combat damage that would be dealt this turn. All attacking creatures don't untap during their controllers' next untap steps.					
Terraviva SC R ••• ••	OD				
Temple. Terraviva's power and toughness are each equal to the number of FC cards in all graveyards. 7/7.					
Thicket Elemental SC R ••• ••	IN				
Kicker ••• When Thicket Elemental comes into play, if you paid the Kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library. 4/4.					
Thorn Elemental SC R ••• ••	7JD				
Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. 1/1.					

NAME	KIND	CR	PR	COST	SETS
Thornscape Apprentice SC C ••• ••	IN				
••• Tap target creature. ••• Target creature gains first strike until end of turn. 1/1.					
Thornscape Battlemage SC U ••• ••	PS				
Kicker ••• or/and ••• When Thornscape Battlemage comes into play, if you paid the Kicker cost, Thornscape Battlemage deals 2 damage to target creature or player. When Thornscape Battlemage comes into play, if you paid the Kicker cost, destroy target artifact. 2/2.					
Thornscape Familiar SC C ••• ••	PS				
Red spells and white spells you play cost $\{1\}$ less to play. 2/1.					
Thornscape Master SC R ••• ••	IN				
••• Thornscape Master deals 2 damage to target creature. ••• Target creature gains protection from the color of your choice until end of turn. 2/2.					
Thoughtfleece EN U ••• ••	7IA				
Whenever an island controlled by an opponent becomes tapped, you gain 1 life.					
Trained Armodon SC C ••• ••	6.7TM				
3/3.					
Tranquil Path SDR C ••• ••	AP				
Destroy all enchantments. Draw a card.					
Tranquility SDR C ••• ••	4.5.6.7				
Destroy all enchantments. Also in 1M, 6M, 1N.					
Treefolk Healer SC R ••• ••	IN				
••• Prevent the next 2 damage that would be dealt to target creature or player this turn. 2/3.					
Treefolk Seedlings SC U ••• ••	7UZ				
Treefolk Seedlings's toughness is equal to the number of forests you control. 2/2.					
Twinkler SC U ••• ••	OD				
••• Sacrifice Twinkler. Two target creatures each get +2/+2 until end of turn. 2/2.					
Uktabi Wildcats SC R ••• ••	6.7MG				
Uktabi Wildcats's power and toughness are each equal to the number of forests you control. ••• Sacrifice a forest. Regenerate Uktabi Wildcats. 7/7.					
Untamed Wilds SDR U ••• ••	4.5.6.7G				
Search your library for a basic land card and put that card into play. Then shuffle your library.					
Urborg Elf SC C ••• ••	AP				
••• Add $\{1\}$ to your mana pool. 1/1.					
Utopia Tree SC R ••• ••	IN				
••• Add one mana of any color to your mana pool. 0/2.					
Verdant Succession EN R ••• ••	OD				
Whenever a green nontoken creature is put into a graveyard from play, that creature's controller may search his or her library for a card with the same name as that creature and put it into play. If that player does, he or she then shuffles his or her library.					
Verdeth the Ancient SL R ••• ••	IN				
Kicker ••• All other Treefolk and all Saprolings get +1/+1.					



When Verdeth the Ancient comes into play, if you paid the Kicker cost, put 1/1 green Saproling creature tokens into play. 4/1.					
Verduran Emissary SC U ••• ••	IN				
Kicker ••• When Verduran Emissary comes into play, if you paid the Kicker cost, destroy target artifact. It can't be regenerated. 2/3.					
Verduran Enchantress SC R ••• ••	4.5.6.7				
Whenever you play an enchantment spell, you may draw a card. 0/2.					
Verduran Bishop EN R ••• ••	7UZ				
Whenever a forest is tapped for mana, its controller adds $\{1\}$ to his mana pool.					
Vigorous Charge INS C ••• ••	IN				
Kicker ••• Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the Kicker cost, you gain life equal to that damage.					
Vivify INS U ••• ••	OD				
Target land becomes a 3/3 creature until end of turn. It's still a land. Draw a card.					
Wallap SDR J ••• ••	IN				
Destroy target blue or black creature with flying.					
Wandering Stream SDR C ••• ••	IN				
You gain 2 life for each basic and type among lands you control.					
Wearibear SC C ••• ••	OD				
••• Add $\{1\}$ to your mana pool. Threshold. Wearibear gets +3/+3. 1/1.					
Whip Silk EC C ••• ••	IN				

NAME	KIND	CR	PR	COST	SETS
Enchanted creature may block as though it had flying. ••• Return Whip Silk to its owner's hand.					
Wild Growth EL C ••• ••	4.5.6.7IA				
Whenever enchanted land is tapped for mana, its controller adds $\{1\}$ to his mana pool.					
Wild Mongrel SC C ••• ••	OD				
Discard a card from your hand. Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn. 2/2.					
Wing Snare SDR U ••• ••	7UL				
Destroy target creature with flying.					
Wood Elves SC U ••• ••	7EX				
When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library. 1/1.					
Woodland Druid SC C ••• ••	OD				
1/2.					
Yavimaya Enchantress SC U ••• ••	7UD				
Yavimaya Enchantress gets +1/+1 for each enchantment in play. 2/2.					
Zoologist SC R ••• ••	OD				
••• Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard. 1/2.					

NAME	KIND	CR	PR	COST	SETS
Acceptable Losses SDR C ••• ••	OD				
As an additional cost to play Acceptable Losses, discard a card at random from your hand. Acceptable Losses deals 5 damage to target creature.					
Ether Flash EN U ••• ••	6.7WL				
Whenever a creature comes into play, Ether Flash deals 2 damage to it.					
Anarchist SC C ••• ••	EX.OD				
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. 2/2.					
Ancient Kavu SC C ••• ••	IN				
••• Ancient Kavu becomes colorless until end of turn. 3/3.					
Ashen Firebeast SC R ••• ••	OD				
••• Ashen Firebeast deals 1 damage to each creature without flying. 6/6.					
Beldynian Barbarians SC C ••• ••	6.7IA				
3/2.					
Barbarian Lynette SC C ••• ••	OD				
••• Sacrifice Barbarian Lynette. Barbarian Lynette deals 2 damage to target creature. 2/1.					
Bash to Bits INS U ••• ••	OD				
Destroy target artifact. Flashback. 0/0.					
Battle Strain EN U ••• ••	OD				
Whenever a creature blocks, Battle Strain deals 1 damage to that creature's controller.					
Bodiam EN R ••• ••	7UZ				
Creatures can't block.					
Band or Break SDR R ••• ••	IN				

NAME	KIND	CR	PR	COST	SETS
●●● Put a fuse counter on target creature. At the beginning of your upkeep, put a fuse counter on each creature that has a fuse counter on it. Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. That creature deals 4 damage to its controller. 1/1.					
Broth of Darizaga	SDR	U	●●●●	●●	IN
Kicker ●●● Broth of Darizaga deals 1 damage to each creature without flying and each player. If you paid the Kicker cost, Broth of Darizaga deals 4 damage to each creature without flying and each player instead.					
Burning Sands	EN	R	●●	●●●	OD
Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a land.					
Caldara Kavu	SC	C	●●●	●●	PS
Caldara Kavu gets +1/+1 until end of turn. ●●● Caldara Kavu becomes the color of your choice until end of turn. 2/2.					
Calous Giant	SC	R	●●●●	●●●●	IN
If a source would deal 3 damage or less to Calous Giant, prevent that damage. 4/4.					
Chaffing	SC	C	●●●	●●	OD
●●● Chaffing deals 1 damage to target creature or player. Threshold ●●● Chaffing deals 2 damage to target creature or player. 2/2.					
Chance Encounter	EN	R	●●●●	●●	OD
Whenever you win a coin flip, put a luck counter on Chance Encounter. At the beginning of your upkeep, if Chance Encounter has 10 or more luck counters on it, you win the game.					
Chaotic Strike	INS	U	●●●	●●	IN
Play Chaotic Strike only during combat after blockers are declared. Choose target creature and flip a coin. If you win the flip, that creature gets +1/+1 until end of turn. Draw a card.					
Charging Borders	EN	R	●●●●	●●	IN
At the beginning of each player's upkeep, that player gains 1 life for each land in his or her hand. ●●● Charging Borders deals 5 damage to him.					
Crimson Hellkite	SC	R	●●●●	●●●●	6.7MG
Flying. ●●● Crimson Hellkite deals X damage to target creature. Spend only red mana for 6/6.					
Crown of Flames	EC	C	●●●	●●	7M.1N
●●● Enchanted creature gets +1/+0 until end of turn. ●●● Return Crown of Flames to its owner's hand.					
Deadgrip	EN	R	●●●	●●	PS
●●● Sacrifice a Zombie. Deadgrip deals 2 damage to target creature or player.					
Demolish	SDR	U	●●●	●●	OD
Destroy target artifact or land.					
Demoralize	INS	C	●●●	●●	OD
Each creature can't be blocked this turn except by two or more creatures. Threshold. Creatures can't block this turn.					
Desolation Giant	SC	R	●●●	●●	AP
Kicker ●●● When Desolation Giant comes into play, destroy all other creatures you control. If you paid the Kicker cost, destroy all other creatures instead. 3/3.					
Disorder	SDR	U	●●●	●●	7UZ
Disorder deals 2 damage to each white creature and each player who controls a white creature.					
Dwarven Brat	SC	C	●●●	●●	OD
1/1. ●●● Draw a card.					
Dwarven Landside	SDR	C	●●●	●●	AP
Kicker ●●● Sacrifice a land. Destroy target land. If you paid the Kicker cost, destroy another target land.					
Dwarven Patrol	SC	U	●●●	●●	AP
Dwarven Patrol doesn't untap during your untap step. Whenever you play a wizard spell, untap Dwarven Patrol. 4/2.					
Dwarven Recruiter	SC	U	●●●	●●	OD
When Dwarven Recruiter comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library, then put those cards on top of it in any order. 2/2.					
Dwarven Shrine	EN	R	●●●	●●	OD
Whenever a player plays a spell, Dwarven Shrine deals X damage to that player, where X is twice the number of cards in all graveyards with the same name as that spell.					
Dwarven Strike Force	SC	U	●●●	●●	OD
Discard a card at random from your hand. Dwarven Strike Force gets first strike and haste until end of turn. 4/3.					
Earthquake	SDR	R	●●●●	●●●●	4.5.6.7
Earthquake deals X damage to each creature without flying and each player.					
Earth Rift	SDR	C	●●●	●●	OD
Destroy target land. Flashback. 0/0.					
Ember Blast	SC	C	●●●	●●	OD
Ember Blast can't attack or block alone. 3/4.					
Engulfing Flames	INS	U	●●●	●●	OD
Engulfing Flames deals 1 damage to target creature. It can't be regenerated this turn. Flashback. 0/0.					
Epitaph	SDR	R	●●●●	●●	OD
Target player sacrifices a land. Threshold. All players sacrifice all lands instead.					
Fervor	EN	R	●●●	●●	6.7WL
Creatures you control have haste.					
Final Fortune	INS	R	●●●	●●	6.7MG
Take another turn after this one. At the end of that turn, you use the game.					
Fire Elemental	SC	U	●●●	●●●●	4.5.6.7
Firebolt	SDR	C	●●●	●●	OD
Firebolt deals 2 damage to target creature or player. Flashback. 0/0.					
Firebrand Ranger	SC	U	●●●	●●	IN
●●● Put a basic land card from your hand into play. 1/1.					
Flame Burst	INS	C	●●●●	●●	OD
Flame Burst deals X damage to target creature or player. Whenever you play a spell, Flame Burst deals 1 damage to target creature or player. 2/2.					
Flametongue Kavu	SC	U	●●●	●●	PS
When Flametongue Kavu comes into play, it deals 4 damage to target creature. 4/2.					
Frenetic Ogre	SDR	R	●●●●	●●	OD
●●● Discard a card at random from your hand. Frenetic Ogre gets +1/+4 until end of turn. 2/5.					
Gifts Fire	SDR	R	●●●●	●●	IN
You may pay Gifts Fire the first time you could pay an instant if you pay ●●● more to pay it. Gifts Fire deals 1 damage to target creature or player. 2/2.					
Gifts Fire-Eater	SC	U	●●●	●●	7UL
Gifts Fire-Eater deals 1 damage to target creature or player. Gifts Fire-Eater deals 2 damage to target creature or player. 2/2.					
Goblin Chariot	SC	C	●●●	●●	7
Haste. 2/2.					
Goblin Digging Team	SC	C	●●●	●●	5.6.7DK
●●● Sacrifice Goblin Digging Team. Destroy target Wall. 1/1.					
Goblin Elite Infantry	SC	U	●●●	●●	6.7LM
Goblin Elite Infantry has first strike and haste. 1/1.					

NAME	KIND	CR	PR	COST	SETS
goblin 1-1 until end of turn 2/2					
Goblin Game SDR R • • • • • PS					
Each player holds at least one object, then all players reveal them simultaneously. Each player assesses life equal to the number of objects in or on revealed. The player who revealed the fewest objects then assesses half his or her life rounded up. If two or more players are tied for fewest, each assesses half his or her life rounded up.					
Goblin Gardener SC C • • • • • 7UD					
When Gobl Gardener is put into a graveyard from play, destroy target land 2/1.					
Goblin Gilder SC U • • • • • 7					
Flying Goblin Gilder can't block 1/1.					
Goblin King SC C • • • • • LUR4,5,6,7					
All Goblin gets +1/+1 and have mountainwalk 2/2.					
Goblin Matron SC U • • • • • 7					
When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library 1/1.					
Goblin Rider SC C • • • • • 7UD					
Goblin Rider can't block 2/2.					
Goblin Ringleader SC U • • • • • AP					
Haste. When Goblin Ringleader comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library 2/2.					
Goblin Scout SC C • • • • • 7UD					
Mountainwalk 2/2.					
Goblin Spy SC U • • • • • IN					
Play with the top card of your library revealed 1/1.					
Goblin War Drums EN U • • • • • 6,7F					
Each creature you control can't be blocked except by two or more creatures.					
Grante Grip SC C • • • • • 7UD					
Enchanted creature gets +1/+1 for each mountain you control.					
Helam Djinn SC U • • • • • IN					
Haste. Helam Djinn gets -2/-2 as long as red is the most common color among all permanents in his or her most common, 6/5.					
Halberdier SC C • • • • • OD					
First strike 3/1.					
Hill Giant SC C • • • • • LUR4,5,7					
3/3.					
Hooded Kavu SC C • • • • • AP					
Hooded Kavu can't be blocked this turn except by artifact creatures and/or black creatures 2/2.					
Illuminate SDR U • • • • • AP					
Kicker ••• and/or ••• Illuminate deals 4 damage to target creature if you paid the ••• kicker cost. Illuminate deals 4 damage to that creature's controller. If you paid the ••• kicker cost, you drew 4 cards.					
Impatience EN R • • • • • 7UD					
At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him.					
Implode SDR U • • • • • PS					
Destroy target land. Draw a card.					
Impulsive Manoeuvre EN • • • • • OD					
Whenever a creature attacks flip a coin. If you win the flip, the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal damage this turn, prevent that damage.					
Inferno INS R • • • • • 4,5,6,7DK					
Inferno deals 8 damage to each creature and each player.					
Insolence SC C • • • • • PS					
Whenever enchanted creature becomes tapped, Insolence deals 2 damage to that creature's controller.					
Kamahl, Pit Fighter SL R • • • • • OD					
Haste ••• Kamahl, Pit Fighter deals 3 damage to target creature or player, 6/1.					
Kamahl's Deeds EC C • • • • • OD					
Enchanted creature has first strike. Threshold. Enchanted creature gets +3/+0.					
Kavu Aggressor SC C • • • • • IN					
Kicker ••• Kavu Aggressor can't block. If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it 3/2.					
Kavu Blinder SC C • • • • • AP					
••• Kavu Blinder gets +0/+1 until end of turn. ••• Kavu Blinder gains flying until end of turn 2/1.					
Kavu Monarch SC R • • • • • IN					
All Kavu have trample. Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch 3/3.					
Kavu Redoubt SC C • • • • • PS					
••• Target land becomes a forest until end of turn 2/2.					
Kavu Runner SC U • • • • • IN					
Kavu Runner has haste as long as no opponent controls a white or blue creature 3/3.					
Kavu Scout SC C • • • • • IN					
Kavu Scout gets +1/+0 for each basic land type among lands you control 0/2.					
Kalden Mantle EC C • • • • • PS					
••• Regenerate enchanted creature. ••• Enchanted creature gets +1/+0 until end of turn. ••• Enchanted creature gains trample until end of turn.					
Lava Axe EN R • • • • • 7UL					
Lava Axe deals 5 damage to target player.					
Lava Blister SDR U • • • • • OD					
Destroy target nonbasic land unless its controller has Lava Blister deal 8 damage to him or her.					
Lightning Blast INS C • • • • • 6,7TM					
Lightning Blast deals 4 damage to target creature or player.					
Lightning Dart INS U • • • • • IN					
Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.					
Lightning Elemental SC C • • • • • 7TM					
haste 4/1.					
Liquid Fire SDR U • • • • • OD					
Liquid Fire deals 5 damage divided as you choose between target creature and the creature's controller.					
Loathing Giant SC R • • • • • IN					
Whenever Loathing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card prevent all combat damage that Loathing Giant would deal this turn 4/6.					
Mad Dog SC C • • • • • OD					
At the end of your turn, if Mad Dog didn't attack or come under your control this turn sacrifice it 2/2.					
Mages' Contest INS C • • • • • IN					
You and target spells controller bid life. You start the bidding with a high bid of 1. In turn order, each player may tap the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bid, control that spell.					
Magma Burst INS C • • • • • PS					
Kicker—Sacrifice two lands. Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player.					

NAME	KIND	CR	PR	COST	SETS
Magma Vain EN U • • • • • OD					
Sacrifice a land: Magma Vain deals 1 damage to each creature without flying.					
Magnivore SC R • • • • • OD					
Haste. Magnivore's power and toughness are each equal to the number of sorcery cards in all graveyards 7/.					
Mana Clash SDR R • • • • • 4,5,7DK					
You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.					
Maniacal Greys EC C • • • • • EXIN					
Enchanted creature gets +2/+2 and can't block.					
Mini Legion SC U • • • • • OD					
••• Put a mini counter on target land. Whenever a white creature with a mini counter on it becomes tapped, destroy it. When Mini Legion leaves play, remove all mini counters from all lands 1/1.					
Minotaur Explorer SC U • • • • • PS					
When Minotaur Explorer comes into play, sacrifice it unless you discard a card at random from your hand 3/3.					
Minotaur Tactician SC C • • • • • AP					
Haste. Minotaur Tactician gets +1/+1 as long as you control a white creature. Minotaur Tactician gets +1/+1 as long as you control a blue creature.					
Mire Kavu SC C • • • • • PS					
Mire Kavu gets +1/+1 as long as you control a swamp 3/2.					
Mogg Jailer SC U • • • • • PS					
Mogg Jailer can't attack if defending player controls an enchanted creature with power 2 or less 2/2.					
Mogg Sentry SC R • • • • • PS					
Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn 1/1.					
Molten Influence INS R • • • • • OD					
Counter target instant or sorcery spell unless its controller has Molten Influence deal 4 damage to him or her.					
Murderbot INS R • • • • • OD					
Target player removes all land cards in his or her graveyard from the game.					
Need for Speed EN R • • • • • OD					
Sacrifice a land: target creature gains haste until end of turn.					
Nullifiers SDR R • • • • • IN					
Nullifiers can't be countered. Destroy all artifacts, creatures, and lands. They can't be regenerated.					
Obscure Familiar SC U • • • • • OD					
If you would draw a card, you may skip that draw instead 1/1.					
Ogre Taskmaster SC U • • • • • 7MM					
Ogre Taskmaster can't block 4/3.					
Okk SC R • • • • • 7UZ					
Okk can't attack unless a creature with greater power also attacks. Okk can't block unless a creature with greater power also blocks 4/4.					

KILLER COMBOS



Gravestorm SC C • • • • • LUR4,5,6,7

Orchish Artillery deals 2 damage to target creature or player and 3 damage to you 1/3.



Planar Void SC R • • • • • 7UL

Remove a land card from your hand. Planar Void removes a land card from your hand.

Free Phyrexian Arena, anyone?

Gravestorm can be a windfall of extra card draws. Of course, your foe can remove a card in his graveyard from the game to prevent this. A quick Planar Void removes the option, providing huge card advantage.

NAME	KIND	CR	PR	COST	SETS
Pyrochasm SDR U • • • • • 4,5,6,7LG					
Pyrochasm deals 2 damage to each creature.					
Pyroclastics SDR U • • • • • 4,5,6,7LG					
Pyroclastics deals 4 damage divided as you choose among any number of target creatures and/or players.					
Rage Weaver SC U • • • • • IN					
Target black or green creature gains haste until end of turn 2/1.					
Raging Goblin SC C • • • • • 6,7EX					
Haste 1/1.					
Raka Discipline -SC C • • • • • AP					
••• Prevent the next 1 damage that would be dealt to target creature or player this turn. ••• Target creature gains flying until end of turn 1/1.					
Raka Sanctuary EN U • • • • • AP					
At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead.					
Rakavolver INS R • • • • • AP					
Kicker ••• and/or ••• If you paid the ••• kicker cost, Rakavolver comes into play with two +1/+1 counters and has "Whenever Rakavolver deals 4 damage, you gain that much life." If you paid the ••• kicker cost, Rakavolver comes into play with a +1/+1 counter and has flying 2/1.					
Reckless Charge SDR C • • • • • OD					
Target creature gets +3/+0 and gains haste until end of turn. Flashback 2/2.					
Reckless Embrace SC R • • • • • 6,7MG					
••• Reckless Embrace deals 1 damage to target creature or player and 1 damage to you 2/2.					
Reckless SDR U • • • • • OD					
First strike. Card in your graveyard gains flashback until end of turn. Its flashback cost is equal to its mana cost.					
Reflexes EC C • • • • • 7UZ					
Reflexes has first strike.					
Relentless Assault SC R • • • • • 6,7VS					
Until all creatures that attacked this turn, you get an additional combat phase followed by an additional main phase this turn.					
Rites of Infatuation INS C • • • • • OD					
Discard any number of cards at random from your hand. Creatures you control get +1/+0 until end of turn for each card discarded this way.					
Rogue Kavu SC C • • • • • IN					
Whenever Rogue Kavu attacks alone it gets +2/+0 until end of turn 1/1.					
Ruby Leech SC R • • • • • IN					
Ruby Leech, Rite spells you play cost more to pay 2/2.					
Savage Reck SC R • • • • • 5,6,7A					
First strike 2/1.					
Savage Reck SC R • • • • • OD					
Trample. Savage Reck comes into play with seven -1/-1 counters on it. Whenever you tap a land for mana, remove a +1/+1 counter from Savage Reck. 0/0.					
Savage Offensive SC C • • • • • IN					
Kicker ••• Creatures you control gain that strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.					
Scared Puma SC C • • • • • IN					
Scared Puma can't attack unless a black or green creature also attacks 2/1.					
Scorching Lava INS C • • • • • IN					
Kicker ••• Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.					
Scorching Missile SDR C • • • • • OD					
Scorching Missile deals 4 damage to target player. Flashback 2/2.					
Scorching Rays SDR U • • • • • IN					
Choose a color. Scorching Rays deals damage to each player equal to the number of creatures of that color that player controls.					
Seismic Assault EN R • • • • • 7EX					
Discard a land card from your hand. Seismic Assault deals 2 damage to target creature or player.					
Settle the Day SDR R • • • • • 7UL					
Until target creature After this phase there is an additional combat phase followed by an additional main phase.					
Shatter INS C • • • • • LUR4,5,6,7					
Destroy target artifact. Also a IATM.					
Shivan Dragon SC R • • • • • LUR4,5,7					
Flying ••• Shivan Dragon gets +1/+0 until end of turn 5/5.					
Shivan Embassy SC U • • • • • IN					
Kicker ••• When Shivan Embassy comes into play, if you					

NAME	KIND	CR	PR	COST	SETS
paid the kicker cost. Destroy target nonbasic creature. It can't be regenerated, 1/1.					
Shivan Harvest	EN	U	•••••		IN
••• Sacrifice a creature. Destroy target nonbasic and					
Shock	INS	C	•••••		6,7SH
Shock deals 2 damage to target creature or player.					
Shower of Coals	SDR	U	•••••		OD
Shower of Coals deals 2 damage to each of up to three target creatures and/or players. Threshold. Shower of Coals deals 4 damage to each of those creatures and/or players instead.					
Singe	INS	C	•••••		PS
Singe deals 1 damage to target creature. That creature becomes black until end of turn.					
Skittish Kavu	SC	U	•••••		IN
Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature 1/1.					
Skizak	SC	R	•••••		N
Kicker ••• Trample. Haste ••• In turn sacrifice Skizak unless the kicker cost was paid 5/3.					
Slimy Kavu	SC	C	•••••		IN
••• Target and becomes a swamp until end of turn. 2/2.					
Slingshot Goblin	SC	C	•••••		PS
••• Slingshot Goblin deals 2 damage to target blue creature. 2/2.					
Smash	INS	C	•••••		AP
Destroy target artifact. Draw a card.					
Spark Mage	SC	U	•••••		OD
Whenever Spark Mage deals combat damage to a player you may have Spark Mage deal 1 damage to target creature that player controls. 1/1.					
Spitting Earth	SDR	C	•••••		6,7MG
Spitting Earth deals 1 damage to target creature equal to the number of mountains you control.					
Stand or Fall	EN	R	•••••		N
At the beginning of your combat phase, separate all creatures defending player controls into two face up piles. Only creatures in the pile of that player's choice may block this turn.					
Steam Vines	EL	U	•••••		OD
When enchanted land becomes tapped, destroy it and Steam Vines deals 1 damage to that land's controller. That player moves Steam Vines to a land of his or her choice.					
Steam Rain	SDR	C	•••••		LUR4,5,6,7
Destroy target land. Also in IAMMM.					
Storm Shaman	SC	U	•••••		7A
••• Storm Shaman gets +1/+0 until end of turn 0/4.					
Strife	SDR	U	•••••		PS
Strife deals 3 damage to target named creature.					
Stun	SC	R	•••••		TM,N
Target creature can't block this turn. Draw a card.					
Sudden Impact	INS	U	•••••		7TM
Sudden Impact deals 1 damage to target player equal to the number of cards in his hand.					
Tahngarth, Talruum Hero	SL	R	•••••		PS
Attacking doesn't cause Tahngarth, Talruum Hero to tap. ••• Tahngarth deals damage equal to his power to target creature. That creature deals damage equal to its power to Tahngarth. 4/4.					
Tahngarth's Glare	SDR	C	•••••		AP
Look at the top three cards of target opponent's library then put them back in any order. That player looks at the top three cards of your library then puts them back in any order.					
Tectonic Instability	EN	R	•••••		IN
Whenever a land comes into play, tap all lands its controller controls.					
Thermal Blast	INS	C	•••••		OD
Thermal Blast deals 3 damage to target creature. Threshold: Thermal Blast deals 5 damage to that creature instead.					
Thunderscape Apprentice	SC	C	•••••		IN
••• Target player loses 1 life. ••• Target creature gets +1/+1 until end of turn 1/1.					
Thunderscape Battlemage	SC	U	•••••		PS
Kicker ••• and/or ••• When Thunderscape Battlemage comes into play, if you paid the ••• kicker cost, target player discards two cards from his or her hand. When Thunderscape Battlemage comes into play, if you paid the ••• kicker cost, destroy target enchantment. 2/2.					
Thunderscape Familiar	SC	C	•••••		PS
First strike. Black spells and green spells you play cost one less to pay 1/1.					
Thunderscape Master	SC	R	•••••		IN
••• Target player loses 2 life and you gain 2 life. ••• Creatures you control get +2/+2 until end of turn. 2/2.					
Trained Oryx	SC	R	•••••		7
6/6.					
Tremble	SDR	C	•••••		OD
Each player sacrifices a land.					
Trampler	SDR	C	•••••		6,7VS,MM
Trampler deals 1 damage to each creature without flying.					
Tribal Flames	SDR	C	•••••		IN
Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.					
Turkic Kavu	SC	C	•••••		AP
••• Target land becomes a plains or an island until end of turn. 2/2.					
Turf Wound	INS	R	•••••		IN
Target player can't play and cards this turn. Draw a card.					
Urza's Rage	INS				
Kicker ••• Urza's Rage can't be countered by spells or abilities. Urza's Rage deals 3 damage to target creature or player. If you paid the Kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.					
Vaishino Grappler	SC	C	•••••		IN
••• Vaishino Grappler gets trample until end of turn 3/1.					
Volcanic Hammer	SDR	C	•••••		7
••• Volcanic Hammer deals 5 damage to target creature or player.					
Volcanic Spray	SDR	U	•••••		OD
Volcanic Spray deals 1 damage to each creature without flying and each player. Flashback.					
Volley of Boulder	SDR	C	•••••		OD
Volley of Boulder deals 5 damage divided as you choose among any number of target creatures and/or players. Flashback.					
Wall of Fire	SC	U	•••••		LUR4,5,6,7
••• Wall of Fire gets +1/+4 until end of turn. 0/5.					
Whiplasher	SC				OD
••• Whiplasher deals 2 damage to target creature equal to the damage already dealt to this turn. 1/1.					
Wild Research	EN	R	•••••		AP
••• Search your library for an enchantment card and reveal that card. Put it into your hand then discard a card at random from your hand. ••• Search your library for an instant card and reveal that card. Put it into your hand then discard a card at random from your hand.					
Wildfire	SDR	R	•••••		7JZ
Each player sacrifices four lands. Wildfire deals 4 damage to each creature.					
Zap	INS	C	•••••		IN

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2nd deals 1 damage to target creature in play. Draw a card.

WHITE

Agies of Honor EN R ... 7

At the next time an instant or sorcery spell would deal damage to you, this turn, that spell deals that damage to this creature instead.

Amateur Leech SC R ... 1

Whenever you play a card, this creature gets +1/+1 until end of turn.

Ancestral Tribute SOR R ... 1

Flashback: You gain 2 life for each card in your graveyard.

Angel of Mercy SC U ... 1

Flying. When Angel of Mercy comes into play, you gain 3 life.

Angelic Crusader SC C ... 1

Angelic Crusader gets +1/+1 until end of turn. 2/3

Angelic Power SC C ... 1

Flying. Target attacking or blocking creature gets +1/+1 until end of turn. 1/1.

Angelic Wall SC C ... 1

Flying. 0/4

Animal Bondary EL U ... 1

Enchanted land has "Sacrifice a creature: you gain life equal to that creature's toughness."

Ardent Militia SC U ... 1

Attacking doesn't cause Ardent Militia to tap. 2/5.

Ardent Soldier SC C ... 1

Kicker: Attacking doesn't cause Ardent Soldier to tap. If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it. 1/1.

Aura, Sanctified Master SC R ... 1

Chaos: Use. If you cast this spell, you gain 1 life. Spend only white mana this way. 2/3.

Aura Blast INS C ... 1

Destroy target enchantment. Draw a card.

Auramancer SC C ... 1

Whenever Auramancer comes into play, you may return target enchantment from your graveyard to your hand. 2/2.

Aurora Griffin SC C ... 1

Flying. Target permanent becomes white until end of turn. 2/2.

Aven Archer SC U ... 1

Flying. Aven Archer deals 2 damage to target attacking or blocking creature. 2/2.

Aven Cloudchaser SC C ... 1

Flying. When Aven Cloudchaser comes into play, destroy target enchantment. 2/2.

Aven Fleck SC C ... 1

Flying. Aven Fleck gets +0/+1 until end of turn. 2/3.

Aven Shrine EN R ... 1

Whenever a player plays a spell, that player gains 1 life. Where X is the number of cards in a player's graveyard with the same name as that spell.

Balancing Act SOR R ... 1

Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest. Then sacrifices the rest. Each player discards cards from his or her hand the same way.

Balanced Chaplain SC U ... 1

Protection from creatures. 1/1.

Barbaric Emphasis SC U ... 1

Kicker: When Barbaric Emphasis comes into play, if you paid the kicker cost, destroy target and 1/4.

Barbaric Herald SC U ... 1

Draw a card. 2/4.

Barbaric Lancer SC C ... 1

Kicker: If you paid the kicker cost, Barbaric Lancer comes into play with two +1/+1 counters on it and with first strike. 2/2.

Barbaric Trapper SC C ... 1

Tap target creature. 1/2.

Blessed Oracle SC R ... 1

Other creatures you control get +0/+1. 1/4.

Blessed Reversal INS R ... 1

You gain 3 life for each creature attacking you.

Blinding Light SOR U ... 1

Tap all nonwhite creatures.

Breath of Life SOR U ... 1

Return target creature card from your graveyard to play.

Centivore SC R ... 1

Attacking doesn't cause Centivore to tap. Centivore's power and toughness are each equal to the number of enchantment cards in all graveyards. 1/1.

Capashen Unicorn SC C ... 1

Sacrifice Capashen Unicorn: Destroy target artifact or enchantment. 1/2.

Castle EN U ... 1

Untapped creatures you control get +0/+2.

Castle-Pyre INS C ... 1

Prevent a player can't play creature spells this turn. Draw a card.

CoP: Black EN C ... 1

The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

CoP: Blue EN C ... 1

The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

CoP: Green EN C ... 1

The next time a green source of your choice would deal damage to you this turn, prevent that damage.

CoP: Red EN C ... 1

The next time a red source of your choice would deal damage to you this turn, prevent that damage.

CoP: White EN C ... 1

The next time a white source of your choice would deal damage to you this turn, prevent that damage.

Cloudchaser Eagle SC C ... 1

Flying. When Cloudchaser Eagle comes into play, destroy target enchantment. 2/2.

Coalition Flag EN U ... 1

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Coalition Flag can enchant only a creature you control.

Enchanted creature's type is Flagbearer. If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at most one Flagbearer as a target.

Coalition Honor Guard SC C ... 1

If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target. 2/4.

Confessor SC C ... 1

Whenever a player discards a card from his or her hand, you gain 1 life. 1/1.

Crimson Acolyte SC C ... 1

Protection from red. Target creature gains protection from red until end of turn. 1/1.

Crossbow Infantry SC C ... 1

Crossbow Infantry deals 1 damage to target attacking or blocking creature. 1/1.

Crossing Knight SC R ... 1

Protection from black. Crossing Knight gets +1/+1 for each swamp you opponents control. 2/2.

Death or Glory SOR R ... 1

Separate all creature cards in your graveyard into two face-up piles. Remove the pile of an opponent's choice from the game and return the other to play.

Dedicated Martyr SC C ... 1

Sacrifice Dedicated Martyr. You gain 3 life. 1/1.

Doga Disciple SC C ... 1

Target creature gets +2/-1 until end of turn.

Doga Sanctuary EN U ... 1

Target creature gets +2/+4 until end of turn. 1/1.

Doga Sanctifier SC R ... 1

At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.

Dogavolver SC R ... 1

Destroy and/or: If you cast this spell, the kicker cost Dogavolver comes into play with two +1/+1 counters on it and has first strike. 1/1.

Delaying Shield EN R ... 1

If you would deal damage, put that many only counters on Delaying Shield instead. At the beginning of your upkeep, remove all counters from Delaying Shield. For each delay counter removed this way, you lose 1 life unless you pay 1 life.

Devised Caretaker SC R ... 1

Prevent the next 2 damage that would be dealt to target creature or player this turn. Threshold: Prevent the next 2 damage that would be dealt to target creature or player this turn. Threshold: Prevent the next 2 damage that would be dealt to target creature or player this turn.

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Embolden INS C ... 1

Prevent the next 4 damage that would be dealt to any number of target creatures and/or players divided as you choose.

Enlightenment Officer SC U ... 1

First strike. When Enlightenment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library. 2/3.

False Dawn SOR R ... 1

Control mana symbols on all permanents you control and on all cards you own that aren't in play become until end of turn.

Draw a card.

Fight or Flight EN R ... 1

At the beginning of each opponent's combat phase, separate all creatures that player controls into two face-up piles. Only one creature in the pile of his choice may attack this turn.

Galvanity SOR R ... 1

Target blocking creature gets +4/+4 until end of turn. Draw a card.

Gerrard Capashen SL R ... 1

At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand. Tap target creature. Play this ability only if Gerrard Capashen is attacking. 3/4.

Gerrard's Wisdom SOR U ... 1

You gain 2 life for each card in your hand.

Glimmering Angel SC C ... 1

Flying. Glimmering Angel can't be the target of spells or abilities this turn. 2/2.

Global Rein SOR R ... 1

Each player chooses from the cards he controls a kind of each basic land type; then sacrifices the rest.

Glorious Aethen EN R ... 1

Creates you, control get +1/+1.

Graceland Gravel SC R ... 1

Whenever Graceland Gravel deals combat damage to a player, you may have target land become a plane until end of turn. 1/4.

Guard Dogs SC U ... 1

Choose a permanent you control. Prevent all combat damage target creature would deal this turn if it shares a color with that permanent. 2/2.

Hallowed Healer SC C ... 1

Prevent the next 2 damage that would be dealt to target creature or player this turn. Threshold: Prevent the next 2 damage that would be dealt to target creature or player this turn.

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Hallowed Healer SC C ... 1

NAME	KIND	CR	PR	COST	SETS
Play 1 life. Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost.	EN	R	IN
Pure Reflection	EN	R	IN
Whenever a player plays a creature spell, destroy all Reflections. Then that player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.	EN	R	IN
Purify	SOR	R	7UL
Destroy all artifacts and enchantments.	SOR	R	7UL
Rampant Elephant	SC	C	IN
Target creature blocks Rampant Elephant this turn if able. 2/2.	SC	C	IN
Ray of Distortion	INS	C	OD
Destroy target artifact or enchantment. Flashback: 4/4.	INS	C	OD
Razorfoot Griffin	INS	C	7IN
Flying. First strike. 2/2.	INS	C	7IN
Reprisal	INS	U	6.7A
Destroy target creature with power 4 or greater. It can't be regenerated.	INS	U	6.7A
Resistant Wanderer	SC	U	OD
First strike. Discard a card from your hand. Resistant Wanderer gains protection from the color of your choice until end of turn. 2/3.	SC	U	OD
Restrain	INS	C	IN
Prevent all combat damage that would be dealt by target attacking creature this turn. Draw a card.	INS	C	IN
Reverse Damage	INS	R	LUR.4.5.6.7
The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.	INS	R	LUR.4.5.6.7
Reviving Doss	INS	C	IN
You gain 3 life. Draw a card.	INS	C	IN
Rewards of Diversity	EN	U	IN
Whenever an opponent plays a multicolored spell, you gain 4 life.	EN	U	IN
Reya Dawnbringer	SL	R	IN
Flying. At the beginning of your upkeep, you may return target creature from your graveyard to play. 4/6.	SL	R	IN
Rolling Stones	EN	R	7SH
Walls may attack as though they weren't Walls.	EN	R	7SH
Rout	SOR	R	IN
You may play Rout any time you could play an instant if you pay 4 mana to play it. Destroy all creatures. They can't be regenerated.	SOR	R	IN
Ruham Djinn	SC	U	IN
First strike. Ruham Djinn gets +2/+2 as long as white is the most common color among all permanents or is tied for most common. 6/5.	SC	U	IN
Sacred Ground	EN	R	7SH
Whenever a spell or ability an opponent controls puts a land into your graveyard from play, return that land to play.	EN	R	7SH
Sacred Nectar	SOR	C	7
You gain 4 life.	SOR	C	7
Sacred Rites	INS	C	OD
Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.	INS	C	OD
Samite Elder	SC	R	PS
Creatures you control gain protection from the color(s) of target permanent you control until end of turn. 1/2.	SC	R	PS
Samite Healer	SC	B	LUR.4.5.6.7
Prevent the next 1 damage that would be dealt to target creature or player this turn. 1/1.	SC	B	LUR.4.5.6.7
Samite Ministration	INS	U	IN
Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.	INS	U	IN
Samite Pilgrim	SC	C	PS
Prevent the next X damage that would be dealt to target creature this turn, where X is the number of basic land types among lands you control. 1/1.	SC	C	PS
Sanctimony	EN	U	7UD
Whenever an opponent taps a mountain for mana, you may gain 1 life.	EN	U	7UD
Seasoned Marshal	SC	U	7UZ
Whenever Seasoned Marshal attacks, you may tap target creature. 2/2.	SC	U	7UZ
Second Thoughts	INS	C	OD
Remove target attacking creature from the game. Draw a card.	INS	C	OD
Serra Advocate	SC	U	7UO
Flying. Target attacking or blocking creature gets +2/+2 until end of turn. 2/2.	SC	U	7UO
Serra Angel	SC	R	LUR.4.7
Flying. Attacking doesn't cause Serra Angel to tap. 4/4.	SC	R	LUR.4.7
Serra's Embrace	EC	U	7UZ
Enchanted creature gets +2/+2 and has flying. Attacking doesn't cause enchanted creature to tap.	EC	U	7UZ
Shackles	EN	C	EXIN
Enchanted creature doesn't untap during its controller's untap step. Return Shackles to its owner's hand.	EN	C	EXIN
Shelter	INS	C	OD
Target creature you control gains protection from the color of your choice until end of turn. Draw a card.	INS	C	OD
Shield of Duty and Reason	EC	C	AP
Enchanted creature has protection from green and from blue.	EC	C	AP
Shield Wall	INS	U	5.7CHLG
Creatures you control get +3/+2 until end of turn.	INS	U	5.7CHLG
Skyhold Falcon	SC	C	7SH
Flying. Attacking doesn't cause Skyhold Falcon to tap. 1/1.	SC	C	7SH
Soulcatcher	SC	U	7UL
Flying. Whenever a creature with flying is put into a graveyard from play, put a +1/+1 counter on Soulcatcher. 1/1.	SC	U	7UL
Spectral Paladin	SC	R	AP
Destroy target creature. Permanent. 3/3.	SC	R	AP
Southen Lynx	SC	R	AP
Protection from green. Regenerate Spectral Lynx. 2/1.	SC	R	AP
Sphere of Duty	EN	U	OD
If a green source would deal damage to you, prevent 2 of that damage.	EN	U	OD
Sphere of Grace	EN	U	OD
If a black source would deal damage to you, prevent 2 of that damage.	EN	U	OD
Sphere of Law	EN	U	OD
If a red source would deal damage to you, prevent 2 of that damage.	EN	U	OD
Sphere of Reason	EN	U	OD
If a blue source would deal damage to you, prevent 2 of that damage.	EN	U	OD
Sphere of Truth	EN	U	OD
If a white source would deal damage to you, prevent 2 of that damage.	EN	U	OD
Spirit Link	EC	U	4.5.6.7LG
Whenever enchanted creature deals damage, you gain that much life.	EC	U	4.5.6.7LG
Spirit of Resistance	EN	R	IN
If you control a permanent of each color, prevent all damage that would be dealt to you.	EN	R	IN
Spirit Weaver	SC	U	IN
Target green or blue creature gets +0/+1 until end of turn. 2/1.	SC	U	IN
Spiritualize	INS	U	OD
Until end of turn, whenever target creature deals damage, you gain that much life. Draw a card.	INS	U	OD

NAME	KIND	CR	PR	COST	SETS
Standard Bearer	SC	C	AP
If a spell or ability an opponent controls could target a Flagbearer as a target, 1/1.	SC	C	AP
Standing Troops	SC	C	6.7EX
Attacking doesn't cause Standing Troops to tap. 1/4.	SC	C	6.7EX
Starlight	SOR	U	7
You gain 3 life for each black creature target opponent controls.	SOR	U	7
Staunch Defenders	SC	U	6.7LM
When Staunch Defenders comes into play, you gain 4 life. 3/4.	SC	U	6.7LM
Strength of Unity	EC	C	IN
Enchanted creature gets +1/+1 for each basic land type among lands you control.	EC	C	IN
Sunscape Apprentice	SC	U	IN
Target creature gets +1/+1 until end of turn.	SC	U	IN
Put target creature you control on top of its owner's library. 1/1.	SC	U	IN
Sunscape Battlemage	SC	U	PS
Kicker: Add 1 to the cost. When Sunscape Battlemage comes into play, if you paid the kicker cost, destroy target creature with flying. When Sunscape Battlemage comes into play, if you paid the kicker cost, draw two cards. 2/2.	SC	U	PS
Sunscape Familiar	SC	U	PS
Green spells and blue spells you cast cost 2 less to play. 0/3.	SC	U	PS
Sunscape Master	SC	R	IN
Creatures you control get +2/+2 until end of turn.	SC	R	IN
Return target creature to its owner's hand. 2/2.	SC	R	IN
Sunweb	SC	R	6.7LMG
Flying. Sunweb can't block creatures with power 2 or less. 5/5.	SC	R	6.7LMG
Surprise Deployment	INS	U	PS
Play Surprise Deployment only during combat. Put a nonwhite creature card from your hand into play. At end of turn, return that creature to your hand.	INS	U	PS
Sustainer of the Realm	SC	U	7UL
Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn. 2/3.	SC	U	7UL
Tattoo Ward	EC	U	OD
Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove Tattoo Ward. Sacrifice Tattoo Ward. Destroy target enchantment.	EC	U	OD
Teller's Care	EN	U	IN
Sacrifice an enchantment. Destroy target enchantment.	EN	U	IN
Testament of Faith	EN	U	OD
Testament of Faith becomes an X/X Wall creature until end of turn.	EN	U	OD

NAME	KIND	CR	PR	COST	SETS
Add one colorless mana to your mana pool. Sacrifice Archaeological Dig. Add one mana of any color to your mana pool.	LAN	U	OD
Barbarian Ring	LAN	U	OD
Add 1 to your mana pool. Barbarian Ring deals 1 damage to you. Threshold: Sacrifice Barbarian Ring.	LAN	U	OD
Battlefield Forge	LAN	R	AP
Add one colorless mana to your mana pool. Add 1 to your mana pool. Battlefield Forge deals 1 damage to you.	LAN	R	AP
Bog Wreckage	LAN	C	OD
Sacrifice Bog Wreckage comes into play tapped. Add 1 to your mana pool. Sacrifice Bog Wreckage. Add one mana of any color to your mana pool.	LAN	C	OD
Brushland	LAN	R	5.6.7IA
Add one colorless mana to your mana pool. Add 1 to your mana pool. Brushland deals 1 damage to you.	LAN	R	5.6.7IA
Cabal Pit	LAN	U	OD
Add 1 to your mana pool. Cabal Pit deals 1 damage to you. Threshold: Sacrifice Cabal Pit. Target creature gets -2/-2 until end of turn.	LAN	U	OD
Caves of Koilos	LAN	R	AP
Add one colorless mana to your mana pool. Add 1 to your mana pool. Caves of Koilos deals 1 damage to you.	LAN	R	AP
Centaur Garden	LAN	U	OD
Add 1 to your mana pool. Centaur Garden deals 1 damage to you. Threshold: Sacrifice Centaur Garden. Target creature gets -3/+3 until end of turn.	LAN	U	OD
Cephaleid Coliseum	LAN	U	OD
Add 1 to your mana pool. Cephaleid Coliseum deals 1 damage to you. Threshold: Sacrifice Cephaleid Coliseum. Target player draws three cards, then discards three cards from his or her hand.	LAN	U	OD
City of Brass	LAN	R	5.6.7CH.AN
Whenever City of Brass becomes tapped, it deals 1 damage to you. Add one mana of any color to your mana pool.	LAN	R	5.6.7CH.AN
Coastal Tower	LAN	U	IN
Coastal Tower comes into play tapped. Add 1 to your mana pool.	LAN	U	IN
Crozier's Catacombs	LAN	U	PS
Crozier's Catacombs is a Lair in addition to its land type. When Crozier's Catacombs comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add 1 to your mana pool.	LAN	U	PS

NAME	KIND	CR	PR	COST	SETS
Add one colorless mana to your mana pool. Add 1 to your mana pool. Llanowar Wastes deals 1 damage to you.	LAN	R	PS
Meteor Crater	LAN	R	PS
Choose a color of a permanent you control. Add one mana of that color to your mana pool.	LAN	R	PS
Mossfire Valley	LAN	R	OD
Add 1 to your mana pool.	LAN	R	OD
Nomad Stadium	LAN	U	OD
Add 1 to your mana pool. Nomad Stadium deals 1 damage to you. Threshold: Sacrifice Nomad Stadium. You gain 4 life.	LAN	U	OD
Petrified Field	LAN	R	OD
Add one colorless mana to your mana pool. Sacrifice Petrified Field. Return target land card from your graveyard to your hand.	LAN	R	OD
Ravaged Highlands	LAN	U	OD
Ravaged Highlands comes into play tapped. Add 1 to your mana pool. Sacrifice Ravaged Highlands. Add one mana of any color to your mana pool.	LAN	U	OD
Rith's Grove	LAN	U	PS
Rith's Grove is a Lair in addition to its land type. When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add 1 to your mana pool.	LAN	U	PS
Salt Marsh	LAN	U	IN
Salt Marsh comes into play tapped. Add 1 to your mana pool.	LAN	U	IN
Seafloor Debris	LAN	C	OD
Seafloor Debris comes into play tapped. Add 1 to your mana pool. Sacrifice Seafloor Debris. Add one mana of any color to your mana pool.	LAN	C	OD
Shadowhold Ridge	LAN	R	OD
Add 1 to your mana pool.	LAN	R	OD
Shrine Gasis	LAN	U	IN
Shrine Gasis comes into play tapped. Add 1 to your mana pool.	LAN	U	IN
Shivan Reef	LAN	R	AP
Add one colorless mana to your mana pool. Add 1 to your mana pool. Shivan Reef deals 1 damage to you.	LAN	R	AP
Skycloud Expanse	LAN	R	OD
Add 1 to your mana pool.	LAN	R	OD
Sulfur Vent	LAN	C	IN
Sulfur Vent comes into play tapped. Add 1 to your mana pool. Sacrifice Sulfur Vent. Add 1 to your mana pool.	LAN	C	IN
Sulfurous Springs	LAN	R	5.6.7IA
Add one colorless mana to your mana pool. Add 1 to your mana pool. Sulfurous Springs deals 1 damage to you.	LAN	R	5.6.7IA
Suprass Plains	LAN	R	OD
Add 1 to your mana pool.	LAN	R	OD
Tarnished Citadel	LAN	R	OD
Add one colorless mana to your mana pool. Add one mana of any color to your mana pool. Tarnished Citadel deals 3 damage to you.	LAN	R	OD
Terminal Maraine	LAN	U	PS
Add one colorless mana to your mana pool. Sacrifice Terminal Maraine. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.	LAN	U	PS
Timberland Ruins	LAN	U	OD
Timberland Ruins comes into play tapped. Add 1 to your mana pool. Sacrifice Timberland Ruins. Add one mana of any color to your mana pool.	LAN	U	OD
Tinder Farm	LAN	C	IN
Tinder Farm comes into play tapped. Add 1 to your mana pool. Sacrifice Tinder Farm. Add 1 to your mana pool.	LAN	C	IN
Treva's Ruins	LAN	U	PS
Treva's Ruins is a Lair in addition to its land type. When Treva's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add 1 to your mana pool.	LAN	U	PS
Underground River	LAN	R	5.6.7IA
Add one colorless mana to your mana pool. Add 1 to your mana pool. Underground River deals 1 damage to you.	LAN	R	5.6.7IA
Urbrory Volcano	LAN	U	IN
Urbrory Volcano comes into play tapped. Add 1 to your mana pool.	LAN	U	IN
Yavimaya Coast	LAN	R	AP
Add one colorless mana to your mana pool. Add 1 to your mana pool. Yavimaya Coast deals 1 damage to you.	LAN	R	AP

KILLER COMBOS

Bearscape

Enchantment

1. Remove two cards from your graveyard from the game. Put a 2/2 green Bear creature token into play.

"Nature is the outmost dance between life and death."

—Soren, centaur druid

Gorilla Titan

Creature — Ape

Trample

Gorilla Titan gets +4/+4 as long as there are no cards in your graveyard.

"I want a banana this big!"

BEARSCAPE AND GORILLA TITAN *Odyssey's* all about symmetry between library, hand and graveyard. This combo thrives on it. A Bearscape on the table ensures your monkey stays huge, while adding a Banana-boat full of 2/2s to your army in the process.

of turn. It's still an enchantment.	SC	C	OD
Timeless Tribe	SC	C	OD
Discard a card from your hand. Timeless Tribe gets +0/+4 until end of turn. 1/1.	SC	C	OD
Venerable Monk	SC	C	6.7SH
When Venerable Monk comes into play, you gain 2 life. 2/2.	SC	C	6.7SH
Vengeance	SOR	U	7
Destroy target tapped creature.	SOR	U	7
Voice of All	SC	U	PS
Flying. As Voice of All comes into play, choose a color. Voice of All has protection from the chosen color. 2/2.	SC	U	PS
Wall of Swords	SC	U	LUR.4.5.6.7
Flying. 3/5.	SC	U	LUR.4.5.6.7
Wayfaring Giant	SC	U	IN
Wayfaring Giant gets +1/+1 for each basic land type among lands you control. 1/3.	SC	U	IN
Wayward Angel	SC	R	OD
Attacking doesn't cause Wayward Angel to tap. Threshold: Wayward Angel gets +3/+3, is black, has trample and has "At the beginning of your upkeep, sacrifice a creature." 4/4.	SC	R	OD
Winnow	SC	R	OD
Destroy target nonland permanent if another permanent with the same name is in play. Draw a card.	SC	R	OD
Worship	EN	R	7
Damage that would reduce your life total to less than 1 reduces that damage to 0. If you control a creature, you may tap it to reduce that damage to 0.	EN	R	7
Wrath of God	SOR	R	LUR.4.5.6.7
Destroy all creatures. They can't be regenerated.	SOR	R	LUR.4.5.6.7

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by the IQ GAMER staff

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